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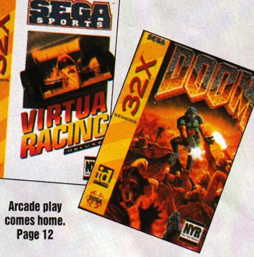
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Inside Action

SEGA VISIONS





Arcade play comes home. Page 12

Sega's hot new toys. Page 26



Get the low-down on the baddest brawlers around. Page 18

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REVIEW THIS!

We crammed a few million hours of nonstop game action into the heads of our usual reviewers and got back the word on today's hottest titles.



Swords, sorcery and battles beyond compare await in Dark Wizard. Page 32



Hit the woods with the Berenstain Bears. Page 112

FAST TAKES

New and noteworthy titles, complete with hot hints and turbo tips.

HEAVY EQUIPMENT

Plug into the pure power of a new Sega Power Strip and Team Player.

DEPARTMENTS

Sports Playbook

Veteran racer Scott Pruett kicks the tires on Sega's *Formula One World Championship,* plus a look at the newest baseball, football, and soccer carts.

VizKidz!

From *Disney's Bonkers* to *Richard Scarry's Busytown,* Sega has some special news for younger gamers, including a contest to design a kids' Genesis!

Readers rattle the rafters with hints, tips, codes, and cheats. Plus, pets that play!



Ecco is back. This time he's riding the Tides of Time. Page 60


DO YOU KNOW
WHEN IT STARES
ETERNAL CHAMPIONS
GENESIS
MA-13
SEGA
SUB TERRANIA
GENESIS
GA
SEGA
GENESIS


A GREAT DEAL
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94540
From the list below, please rank the games in order of your preference (1 to 8, 1 being your first choice and so on) and Sega will send you one of the ranked games. Failure to rank your choices will result in Sega's selection and shipment of one of the listed titles. Sega's selection will be based on availability.
___Eternal Champions™(1145) ___Sub-Terrania™(1551) ___Gunstar Heroes™(1077) ___Sonic Spinball™(1537) ___Chakan the Forever Man™(1047)
___Shinobi III: Return of the Ninja Master™(1136) ___Dr. Robotnik's Mean Bean Machine™(1706) ___The Ren & Stimpy Show™ presents Stimpy's™ Invention (1068)
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Say What?

Overheard at Sega

New Sonic Game to Feature Revolutionary Technology

Look, just because we work for Sega doesn't mean we know everything! But we do know that when *Sonic and Knuckles* ships for the Genesis this fall, it's gonna change the way you look at video games.

Details on Sonic's latest adventure are being jealously guarded by Sega's product development and marketing hoodoos, but a few intriguing facts have slipped into the rumor mill over the last few weeks.

F'rinstance, *Sonic and Knuckles* will be backward compatible with *Sonic 2* and *Sonic 3*. *Backward compatible?*

Well, your guess is as good as ours, but it's safe to say that Sonic is gonna rock your Genesis like he's never done before (and that's saying something). Look for the total scoop in the next issue of *Sega Visions.*

Your Favorite Genesis Games Available Anytime, All the Time!

New Technology Lets Video Stores Burn Sega Games on the Spot!

If you're one of those disgruntled gamers who've had a hard time reserving a copy of *Sonic 3* or *NBA Action '94* at the rental counters, take heart. A revolutionary new rental system is coming to video stores that will burn cartridges of Sega titles on the spot, eliminating those soul-wrenching situations when a popular title is out of stock.

And that means your favorite rental store could have your favorite Genesis title available WHENEVER you want it!

Sega of America and Newleaf Entertainment — a joint venture between Blockbuster and IBM — announced plans to test a new entertainment-software electronic-delivery system in several Blockbuster Video stores this summer. If the test is successful, it could be big news for gamers.

The system permits video games to be stored electronically at stores and downloaded to reprogrammable video game cartridges. Once a game has been programmed onto a cartridge, it looks and plays just like a standard video game cartridge. The blank cartridges can be reprogrammed an unlimited number of times, allowing retailers to customize their inventory of rental titles to meet demand.

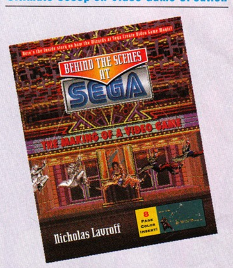
The system was jointly developed by Newleaf and its sister company, Fairway Technologies.

"Game rental has become an increasingly important market segment, with estimates at about $1.5 billion a year industrywide," says Tom Kalinske, president and CEO of Sega of America. "But with nearly 1,000 great Genesis and Game Gear software titles available, it's tough keeping an inventory broad and deep enough to satisfy peak demand. This system ensures that every customer will be a satisfied customer."

According to Steve Berrard, Blockbuster Entertainment president and COO, the system will be offered to all retailers after the market test.

Behind the Scenes At Sega

New Insider Book Gives Gamers The Ultimate Scoop on Video Game Creation



Ever wonder just how the folks at Sega cram so much sound, graphics, animation, and general excitement into those little carts? Now you can get the behind-the-scenes scoop on how your favorite video games were created from a guy who's been in the middle of the Sega revolution for years.

Behind the Scenes at Sega, by Nicholas Lavroff, is currently hitting the shelves. It's published by Prima Publishing, which has made its name with great strategy guides and inside stories on video and computer games.

Longtime Sega gamers are already familiar with Nic's writing and will remember him as the editor in chief of *Sega Visions.* Nic left that post earlier this year to create a new Acquisitions group at Sega, charged with finding the best games on other platforms and bringing them to Genesis, Sega CD, and the hot new Genesis 32X.

In his new book, Nic takes us from the early days of video gaming through the creation of such modern masterpieces as *Aladdin* and *Jurassic Park CD*, giving us a rare look at how games are planned and designed, how characters and backgrounds are designed and animated, and how music and sound effects are integrated into the entire experience.

Anybody who's ever wondered how games are designed and created may want to check it out. Look for *Behind the Scenes at Sega* at your favorite bookstore or wherever Sega games are sold. For more information, call Prima Publishing at (916) 632-4400.

Sega Sponsors Hit Show "Ghostwriter"

Sega of America and the Sega Foundation signed on as new corporate underwriters of "Ghostwriter," the highest-rated PBS program for school-aged kids. "Ghostwriter" is a multimedia mystery show that promotes literacy by making the printed word exciting, and relevant.

"We are thankful to Sega for helping us bring a new season of 'Ghostwriter' to children," says David V.B. Britt, president and CEO of the Children's Television Workshop. "Research indicates that 'Ghostwriter' motivates children to read and to write, and Sega's support will help 'Ghostwriter' continue to achieve this goal," he added.

" 'Ghostwriter' 's multimedia heritage is a perfect fit with our company's belief in the power of interactive media. The successful blend of education and entertainment makes us proud to be its primary corporate sponsor," says Tom Kalinske, president and CEO of Sega of America. "This sponsorship, along with the efforts we have put into children's health and education issues through the Sega Foundation, reflects our commitment to giving back to the children who play a large part in our success."

The new season of "Ghostwriter" will kick off with a half-hour special on Sunday, September 18, at 6:30 p.m. (check local listings). In addition to "Ghostwriter" 's successful weekly Sunday time slot, the series will air along with "Bill Nye, the Science Guy" and "Where in the World Is Carmen Sandiego?" as PBS premieres a new 90-minute after-school programming block later this fall.

The Sega Foundation was created out of concern for the lifelong well-being of children and a commitment to help young people face the challenges of their generation. "Ghostwriter" is the latest in a series of educational projects the foundation has supported, including Teach for America and A Better Chance — Sega Scholars Program.

Sega Launches Affiliate Label Program with Rocket Science

Sega will distribute PC CD-ROM games, along with Sega CD and Genesis 32X CD titles.



Sega of America announced it will be the North American distributor for Rocket Science Games' IBM-PC, Sega CD, and Genesis 32X CD video games. With this relationship, Rocket Science becomes Sega of America's first affiliate label. This deal marks Sega's entry into the fast-growing, PC CD-ROM market.

Rocket Science, located in Palo Alto, California, is a hot new game developer that intends to become the premium brand in the interactive entertainment industry. Sega Visions takes a first look at the company's new titles on page 16. Rocket Science is developing games for the IBM PC, the Sega CD, the recently announced Genesis 32X CD system, and future CD-ROM platforms and cable set-top boxes.

"There's no one better to distribute Sega titles than Sega itself," says Steven Blank, Rocket Science's CEO. "And with Sega's entry into PC game distribution, we think they can bring the same sales and marketing skills to this new market."

"We're excited to have Rocket Science sign on to be our first affiliate label company," said Paul Rioux, executive vice president of Sega of America. "We believe Rocket Science games will deliver the best of interactive entertainment to the PC CD-ROM market and give us the must-have game play we need to forge this new channel of distribution for Sega."

TAZ Celebrates 40th Birthday with Sega

It's hard to believe, but that whirling Tasmanian devil TAZ is actually hitting the big Four-Oh. And Sega is teaming up with Warner Bros., Cherry Coke, Six Flags amusement parks, and the Fox Kids Network to throw a nationwide party.

The Cherry Coke Van will be touring the nation (see inset), serving up Cherry Coke and free test drives of Sega's new smash game *TAZ in Escape from Mars.* Look for the vans in August and September.

Six Flags will be hosting special events at its parks in Atlanta, Chicago, Dallas, Houston, Los Angeles, New Jersey, and St. Louis. Your favorite Looney Toons characters will be making a guest appearance, along with the Cherry Coke Van. Preview game stations will feature TAZ's new Sega game. The party is running in August and September.

The Fox Kids Network will be hosting a "Watch and Win" sweepstakes and featuring TAZ in its September/October magazine. Look for special on-air appearances in August and September.

And don't forget to read more about *TAZ in Escape from Mars* on pages 86 and 91 in this issue.

The Cherry Coke Van will be giving gamers a chance to try out TAZ in Escape from Mars in the following cities:

Atlanta	**New Orleans**
Baltimore/ Washington DC	**New York**
Boston	**Norfolk/Richmond**
Chicago	**Philadelphia**
Dallas	**Phoenix**
Grand Rapids/ Lansing/ Kalamazoo	**Portland**
Indianapolis	**Saint Louis**
Louisville	**Salt Lake City**
Memphis	**San Francisco/ Oakland**
Miami	**Seattle**
	Syracuse/Albany

Sega Unveils New Game Showcase

Disney's Innoventions Pavilion at Epcot 94

Hey, you just beat some of Sega's newest games. Whatta ya gonna do? Why, go to Walt Disney World...and try out some even newer Sega games.

Sega of America Inc. announced its three-year commitment to "Innoventions," Epcot 94's permanent showcase for the emerging products of industry and technology.

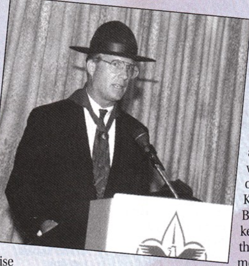
The 10,000-square-foot exhibit, the largest dedicated space at Innoventions, opened July 1 and will allow visitors to preview the near future of interactive entertainment.

The exhibit features over 150 free Genesis, Sega CD, and Game Gear game play stations with the hottest new software titles. Visitors will be able to mingle with Sonic and test the newest game titles while previewing the latest arcade games and home entertainment technology.

The exhibit is divided into five environments: Action/Adventure, Sports, Family and Kids, Future, and Arcade. Each area features video games, graphics, lights, music, and theme design elements that enhance the interactive experience.

In the center of the exhibit is an Arcade that features two of the latest arcade games incorporating state-of-the-art technology: Virtua Formula racing and the AS-1. Virtua Formula racing incorporates the newest polygon-graphic technology and offers a realistic pro-racing simulation as guests drive a full-motion replica of Formula One race cars. The AS-1 invites guests to board a three-axis simulator and compete against each other in a dynamic game of motion, sight, and sound.

Sega President Named "Good Scout Of the Year"



Tom Kalinske, Sega of America's president and CEO, was given the "Good Scout of the Year" Award by the Boy Scouts of America, Greater New York Councils. Kalinske was awarded the honor at the second annual Toy Industry Luncheon in New York by co-chairman Alan Fine, senior vice president of Kay Bee Toy Stores, and John Sullivan, vice president/divisional merchandise manager of Toys R Us.

"The Toy Industry Luncheon honors an industry and community leader who lives his life in the manner of the Scout Oath and Scout Law," said Patrick Stuhlman, development officer of the Boy Scouts of America, Greater New York Councils. "That man is Tom Kalinske."

"I am proud to receive this award and to be associated with the Boy Scouts organization," said Kalinske. "As a former Boy Scout, I believe the key values instilled by the Scouts in young men are the cornerstones for success as adults, community leaders, and business executives. I am grateful to the Boy Scouts for having provided me with so many valuable tools at a young age."



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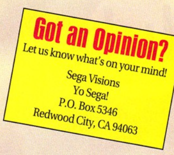
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Yo Sega!



Michael Provenzano
Mt. Sinai, NY

32-Bit Future Is Now

Yo Sega!

My friend told me about a new system due out in a couple of years called Saturn. It has 32 bits and plays CD games. Is this true? If so, could you write an article in the next *Sega Visions* about it.

J.P., Hampton, VA

Sega of America hasn't announced the release of Saturn yet, but watch these pages for the official news. You don't have to wait for arcade-quality 32-bit gaming, though, since Sega is launching the revolutionary Genesis 32X this fall. The system will convert your existing Genesis to a 32-bit powerhouse for about $149. Get the complete scoop, starting on page 12.

The Good, the Bad, And the Echidna

Yo Sega!

I was just wondering...is Knuckles a bad echidna or a good echidna?

S.H., Bothell, WA

Well, we'll probably find out in the all-new adventure Sonic and Knuckles, coming this fall from Sega. Look for complete coverage in the next issue.

Deer Sega!

My name is Timy. I am foor years old this is my very first letter I have writen in my life. Plese put my enelope in your magzine. I love it very muuch. I just lernd how to spll.

Your Pall

T.L., Calmo Irvine, CA

P.S. I am from my momys stomach.

P.S.S. I have been a good boy al yer.

Recognizing the Best

Yo Sega!

I think you should include a section in your magazine annually that tells about the best games of the year and honorable mentions. You should have several categories too.

W.P., Chantilly, VA

Sega annually recognizes the best titles published by third parties (game publishers other than Sega), and Sega Visions *runs complete coverage of the awards. Check out the April/May 1994 issue (page 103) for the most recent roundup.*

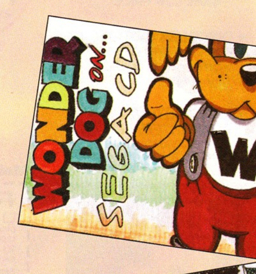
Hunger for Younger Games

Yo Sega!

Are you ever going to put out games for preschool through second-grade children? My little brother is always wanting to play his older brother's games.

N.S., Cogan Station, PA

Sega is producing a lot of titles for younger gamers, and there have even been rumors of a special kids' version of the Genesis. Check out the VizKidz! section (page 108) and the Sega Toys article (page 26) in this issue to find out about all the great new releases for preschoolers and younger players.



Mitch Bumgardner
Zonesville, IN





Too Hip to Quit

Yo Sega!
My sister says I will get hipmatized if I play anymore.

D.H., Archdole, NC

Hip-matized? Yes, that sounds right. Sega does that to people.

Phone In Your Game

Yo Sega!
When I got my Sega Genesis back in 1990, the back of an enclosed poster showed Genesis accessories. One was called the Telegenesis, which allowed you to play an opponent from all the way across town. Since then I've never seen it in any stores — I was wondering what happened to the product and how I might get my hands on one.

C.M., Rancho Murieta, CA

There's very big news in store for Genesis owners who are interested in taking on other players head to head via modem. Check out the October/November issue of Sega Visions *for the complete story.*

The HeartBeat Goes On

Yo Sega!
I read in your October/November 1993 issue that a new Genesis HeartBeat system would be coming out. I have a normal Genesis, but I'd like to use the HeartBeat system. However, I'm not prepared to spend another bundle of money on a new Genesis. I would like to know if you could buy the connections and game separately and hook it up to the normal Genesis?

C.S., Highland Park, NJ

HeartBeat has systems that connect to your Genesis, as well as a stand-alone console. Watch for an update on HeartBeat hardware and software in a future issue.

It's What Separates Us From the Animals

Yo Sega!
My brother uses his fingers to push the buttons on the Sega controller. I use my thumb. What was it originally made for?

N.B., Boothbay, ME

It's an opposable digit made for picking things up.


Juan J. Santiago
Patterson, NJ

Hiram Rodriguez
San Francisco, CA

Nelson Villanueva
Rosewell, NM

Nick Rini, Jr.
Pantucket, RI

The Gene
Brings Home Arcade

And It Costs Less Than $150

The whole world is waiting for the 32-bit revolution to come home. Itching for more power now. Right now. Sure, a few systems are already out there — IF you have mega-bucks to spend — and IF you don't mind waiting for titles you can play on your pricey new investment.

On the other hand, there are high-end platforms that haven't been released yet — like Sega Saturn. So you could just wait.

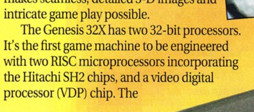
Or, you can have it all NOW: The full-tilt, top-of-the-line, true 32-bit arcade experience, way better than the competition, for a phenomenal price of less than $150. You don't have to wait, you don't have to give up your current machine, and you don't have to abandon your library of games.

The Genesis 32X plugs right into your Genesis cart slot. The result is an all-new component that actually uses the architecture of your Genesis and transforms it into a powerhouse state-of-the-art 32- bit arcade machine.

Super Games at Super Speed

The distinction of the Genesis 32X is really its extraordinary speed. It's about 40 times the speed of the Genesis, in terms of polygon-handling capabilities and video processing. At any time, the Genesis 32X can process 4 times as much screen information as 16-bit machines can. It's this accelerated processing speed that enables the Genesis 32X to scale and rotate images. The result makes seamless, detailed 3-D images and intricate game play possible.

The Genesis 32X has two 32-bit processors. It's the first game machine to be engineered with two RISC microprocessors incorporating the Hitachi SH2 chips, and a video digital processor (VDP) chip. The





Shadow of Atlantis™ CD

Doom™

What Makes It a 32-Bit Machine?

A "bit" of a refresher: A *bit* is a unit of information and the basis of all computer and video games. *Bit capacity* refers to the number of bits that a computer's central processor can handle at one time. The more bits a processor can handle, the faster it can move images around the screen. The Genesis 32X can handle 32 bits of information at one time. (In case you're wondering, the average game cart for the 32X will be between 16 and 24 megabits and will cost about the same as today's cartridges.)

sis 32X
-Quality Game Play

dual Hitachi SH2 RISCs handle the high-speed maths required to bring humongous amounts of polygons (as in 50,000-polygon-per-second humongous), incredible ever-changing 3-D perspectives, texture mapping, and enhanced scaling and rotation to the Genesis 32X. The VDP chip adds to the power, allowing the Genesis 32X to display coin-op-quality visuals.

And that's not all. The Genesis 32X does everything for the Sega CD that it does for the Genesis. It enables all the same features — enhanced visuals, speed, and the rest — that it provides on the Genesis. Add the massive memory capacity of the Sega CD, and the Genesis 32X brings arcade-quality game play right into your home.

Golf Magazine® Presents 36 Great Holes Starring Fred Couples

More Sound And Color

A new sound chip pumps up the Genesis's audio capabilities significantly: audio mixing with Genesis sound, stereo, and digital audio with programmable sample rates.

Also included in the Genesis 32X are workhorse RAM (4 additional megabits) and communications chips.

The color palette has been boosted from 64 — are you sitting down? — to 32,768 colors simultaneously onscreen, allowing head-spinning high-color definition. The increased colors help to produce Video Home Standard (VHS) quality images.

More Games at Launch

You can even play your regular Genesis games and Sega CD games while the Genesis 32X is connected, no problem. But when you decide to play games designed to take advantage of the Genesis 32X, one thing is absolutely certain — you're gonna have a large selection of hot titles to choose from. Because when the video game industry's leading software publishers are planning games for the Genesis 32X — you KNOW the coin-op game experience has come home.

By the end of this year you could be playing arcade-perfect versions of mind-blowing games like *Virtua Racing™ Deluxe, Star Wars® Arcade®*, or *Cyber Brawl™*. Or any one of the other totally sensational Genesis 32X games available at launch. That is of course, unless you *want* to wait.

Star Wars® Arcade

Leading Software Publishers Support 32X

The publishers developing for the Genesis 32X are among the who's who in the software business. They're prominent companies like Absolute, Acclaim, Accolade, Activision, American Software Toolworks, American Technos, Atlus Software, Capcom, Capitol Multimedia, Core Design, Crystal Dynamics, Domark, GameTek, Hi Tech Entertainment, Interplay Productions, JVC Musical Industries, Konami, Playmates Interactive, Sony Imagesoft, Sunsoft, Takara USA, Time Warner Interactive, Twentieth Century Fox Interactive, Vic Tokai, and Virgin Interactive, just to name a few.

Sizzling New Games

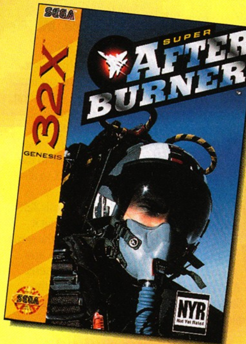
Here's just a sampling of the super-smash hit titles available this fall for the Genesis 32X. Games like Fahrenheit™ CD, Stellar Assault™ and *Doom*™ are going blow your socks right off — and these don't even include all the hot new titles being produced by the third-party publishers. As a matter of fact, approximately 60 new games will ship by the first of next year. So have a look at just some of the Genesis 32X titles ready to launch you into the ultimate 32-bit arcade-gaming experience.

Midnight Raiders™ CD

Live-action Tru-Video™ puts you in the cockpit for the ride of your life in an Apache Attack helicopter. Your mission is to fly under the cover of night and rescue a kidnapped government official. It's a power-packed Adventure game, an Aerial Combat game, and a Fighting game rolled into one, for an intense, super-real experience.

Stellar Assault™

Here's a game with all the fast-flying, 3-D high action of the best space-shooting arcade games, plus all the options that both beginner and expert fliers demand. The incredible from-the-cockpit perspective gives gamers a unique first-person view. Fly your nimble craft into combat with full control of speed and direction. Learn from your mistakes by replaying your entire game from almost any perspective.



Super Afterburner™

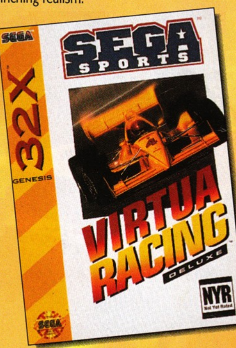
Your heart skips a beat and you feel the Gs as you find yourself in the cockpit of an F-15. All the graphics, blood-pumping action, and sky-ripping sound of the arcade game are here. The enemy aircraft look and act like the *real* thing. The antiaircraft missiles look *real*. The instrument panel looks *real*. You'll also find that the earth looks too *real* as you spin towards it in a crash...at which point you may just wish we'd added a *real* ejection button.

Golf Magazine® Presents 36 Great Holes Starring Fred Couples

Sega Sports™ and *Golf Magazine* link up for 36 famous holes! Also invited are Fred Couples and Payne Stewart! Play spectacular US golf holes with them, or just take their advice in tournament, exhibition, medal, or match play. Skins game too. The fairways are so realistic that you can almost smell the freshly mowed green. From the ponds to the rough, the 32-bit graphics make all the elements appear in vivid detail and colors.

Cyber Brawl™

This is it: the ultimate in-your-face, smash-o-rama Fighting game players have been waiting for. And the Genesis 32X makes it all possible – views of explosive attacks and acrobatic maneuvers. Check out the unbelievable perspective as you grab your opponent and hurl him through the air. Be prepared to duck as chunks of damaged armor come flying to the screen with eye-flinching realism.



Virtua Racing™ Deluxe

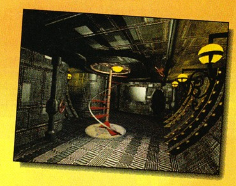
So you think you know racing? Start your engines and put on your gloves. With dazzling polygon-based graphics, this instant classic puts you in the driver's seat. The sensation of screaming around in one of three different Formula One race cars on one of six tracks is so real, you'll be reaching for your seat belt. It looks and races just like the arcade version, with graphics moving twice as fast as in the first *Virtua Racing* game on Genesis. You get four points of views that you can change anytime during the race, smooth controls, and white-knuckle realism that'll have you sweating bullets.

for the Genesis 32X



Fahrenheit™ CD

Fire roars out the windows. Glass explodes from the intensity of the heat. Smoke is everywhere, and you're in the middle of the action. It's the red-hot realism of Tru-Video™ plus the Genesis 32X, and you're the firefighter. It's up to you to rescue the unconscious people inside and to extinguish the hungry flames. Put on your helmet and brave the inferno.

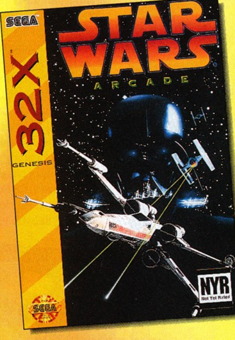


Shadow of Atlantis™ CD

An incredible underwater adventure! Something evil has inhabited the ruins of Atlantis, and the fate of the world and humanity rests solely in your hands. You navigate the submarine *Nautilus* through the mysterious city to find and destroy the horrendous Kraken. The graphics are so real, you'd better hope that you don't get seasick as you maneuver your sub along the ocean floor. The spooky CD-quality sound effects are so convincing that you'd better hope you don't become claustrophobic either.

Tempo™

Tempo is a hip-hop grasshopper with an attitude. His peaceful life on Planet Rhythma is suddenly shaken when the vile space octopus King Azolos brainwashes his insect friends. Now Tempo must battle the evil King and his horrible hordes. Tempo has hot moves and hot music (music is his life!). This game is packed with CD-quality sound ranging from jazz and lullabies to electric, brass, and tropical.



Star Wars® Arcade

Will Luke, Han, and the rest of the Rebel Alliance defeat the evil Empire and the dark side? You decide as you pilot your X-wing fighter on the fastest-paced flying adventure ever. You'll tear through space as textured, polygon-based graphics explode across the screen in mind-numbing intergalactic action.

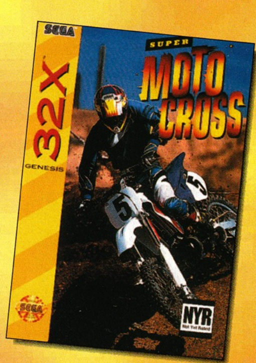
Super Motocross™

Super Motocross on Genesis 32X has all the elements of real dirt-bike racing: the dust in your eyes, the mud in your hair. Gut-wrenching 3-D graphics let you see your way through obstacles from two perspectives – one from the driver's point of view, the other from slightly above. It's packed with revved-up realistic action on three classes of motorcycles and 15 spine-jarring courses!



Doom™

This hot title is based on the wickedly popular PC game. You're a tougher-than-nails marine biding time at an outpost on Mars. When an interdimensional space travel experiment goes wrong, it unleashes thousands of unspeakably evil monsters into your world. You're the only one who can save the universe from their horror. With graphics like you've never experienced, it's a horrifyingly realistic 3-D nightmare.





Hot New Developer Sets Sights on Sega CD

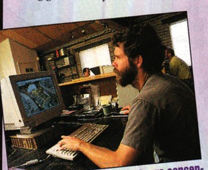
Making Game Design Look Like Rocket Science

In an unassuming brick building in Berkeley, California, video game history is being made by an unusual collection of...well... Rocket Scientists.

Rocket Science is a unique development company that's looking to define the next generation of video games and interactive entertainment. Combining the hottest talent from Hollywood's major movie studios, Silicon Valley's top computer firms, the nation's leading game companies, and spectacular special-effects houses like Industrial Light & Magic, Rocket Science is building games like you've never seen.



Traditional cell animation is one of many ways Rocket Science brings games to life.



Loadstar special-effects artists are concentrating on the various endgames (which means they've created a lot of ways for you to blow up).

The Best Of All Worlds

"A lot of the same skills that go into making a science-fiction movie go into making a Rocket Science game," says Peter Barrett, the company's cofounder and executive vice president. Barrett, who created Cinepak (the compression technology used on many Sega CD games), said Rocket Science is more like a movie special-effects house than a traditional video game developer.

To create the games it will launch this fall, Rocket Science has recruited key talent from Industrial Light & Magic, Amblin Entertainment, LucasArts Games, Marvel Comics, General Magic, Apple Computer, and SuperMac technology. This creative fusion is evident the moment you walk into the Rocket Science Studios.

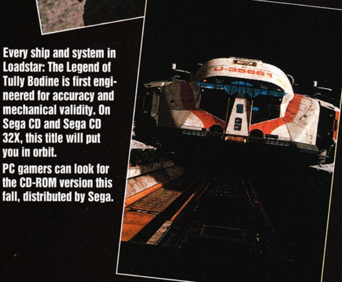


Combining graphical images with advanced special-effects technology, Rocket Science is creating exciting new games.



LOADSTAR





Every ship and system in Loadstar: The Legend of Tully Bodine is first engineered for accuracy and mechanical validity. On Sega CD and Sega CD 32X, this title will put you in orbit.

PC gamers can look for the CD-ROM version this fall, distributed by Sega.



Several layers of complex special effects go into each action shot.

Bigger, Better Bangs

"There are so many ways to make things look real, and we're inventing new ones," said Barrett, pointing out how Rocket Science's team approaches video images. The team uses actual props, computer-generated models, traditional matte paintings and cell animations, advanced morphing technology, and a proprietary trick or two to create the sort of special-effects realism you'd expect from a major motion picture...only it's interactive.

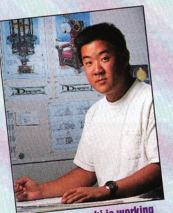
As an example, Executive Producer Mark Mullen showed a single explosion scene that combined more than 25 layers of visual effects. The painstakingly detailed scene (which lasts only seconds) makes the game experience incredibly real.

New Games Coming Soon

Loadstar: The Legend of Tully Bodine will be Rocket Science's first release. Created by Ron Cobb (whose movie credits include *Alien, The Last Starfighter*, and *Conan the Barbarian*) and starring Ned Beatty, this futuristic Action game casts you as a truck driver on the moon, hauling a load of genetically engineered camels. This will be followed closely by *Cadillacs and Dinosaurs*, an action-packed eco-fable set in a future where dinosaurs and desperadoes rule the land. The team is also working on *Darkride*, a Puzzle/Action game that revolves around Dr. Moriarty "trying to fry Sherlock Holmes's head."

"From day one, this technology was designed to work on Sega CD," said Barrett, pointing out that the 60-field-per-second animation and proprietary Rocket Visions technology will give gamers a visual feast. The nature of the technology makes it easy to cross platforms, he said, and noted that the company already has plans for the Sega CD 32X. "It will look outrageous on the 32X in true color," he says.





David Nakabayashi is working on Darkride, a turn-of-the-century virtual-reality game described as "Rube Goldberg meets a roller coaster meets miniature golf in hell."

Cadillacs and Dinosaurs

When Cadillacs and Dinosaurs (seen here in early scene designs) comes out this fall, it will feature 2-D objects in a 3-D world. The result will be an interactive, multiplane comic book that gives gamers nonstop action.

Super Street Fighter II

Head to Head with the New Challengers

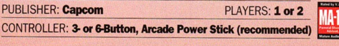
So You Want Features?

Super Street Fighter II has got 'em. Check out this impressive list of Genesis features:

- ✔ **40 megs of game. The SNES limps in with only 32 megs.**
- ✔ **Five degrees of game speed (the SNES has only four).**
- ✔ **Ability to battle any warrior in any background.**
- ✔ **Five game modes:**
  - **Super Mode**
  - **Versus Mode**
  - **Group Mode**
  - **Tournament Mode**
  - **Challenge Mode**
- ✔ **Eight possible clothing color combinations in head-to-head matches.**

OVERVIEW

Super Street Fighter II **is blasting Genesis units coast to coast with 40 megs of powerful features you won't see on the SNES. Last issue** ***Sega Visions*** **gave you the word on the hottest** ***Street Fighter*** **yet. Now we're blowing the lid on the new challengers, their hot moves, and some phenomenal combination attacks. This latest release in the** ***Street Fighter*** **series is giving you — or you and a friend in a two-player match — new characters and more modes than ever before. The old, familiar characters have been smoothed out and are even faster. You'll see some new moves in their bag o' tricks as well! We've followed this hot Fighting title from its early days in the arcades, and gotta tell ya: This is the hottest version to date. Call it the game that kicked Nintendo's butt. When it comes to street fighting, there is no other contender.**


PUBLISHER: **Capcom** PLAYERS: **1 or 2**
CONTROLLER: **3- or 6-Button, Arcade Power Stick (recommended)**
MA-13

New Challenger

Special Moves!

Fei Long

Rekka Ken

Press Down, Down/Toward and Toward with any punch button. You can throw this move three times in a row for major damage.

Hurricane Kick



Charge Away for two seconds, then press Toward and Roundhouse kick.

Rising Dragon Kick



Press Away, Down, and Down/Away in a single motion and any kick button.

Fei Long's Hei Lo Combination





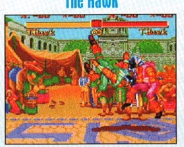
Attack with a leaping Strong punch. Land and crouch with a Fierce punch. End with a crouching Roundhouse kick.

New Challenger

Special Moves!

Thunder Hawk

The Hawk



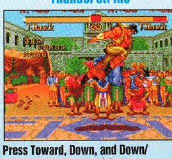
Leap Toward your opponent. While in the air, press all three punch buttons simultaneously.

The Storm Hammer



Press the D-Pad in a 360-degree rotation with any punch button. This one can be tricky to throw.

Thunderstrike



Press Toward, Down, and Down/Toward with any punch button.

The Kicking Bird Combo



Simple but devastating. Leap in with a Fierce kick to the head. Land and deliver a Roundhouse sweep.

New Challenger

Special Moves!

Cammy

Front Kick



Press Forward, Down, Down/Toward and any kick button.

Spinning Knuckle



Press Away, Down/Away, and Toward with any punch button.

Cannon Drill



Press Down, Down/Toward, Toward and any kick button.

Cammy's Three Hits of Doom







Attack with a jumping Fierce punch. Land with a crouching Fierce punch and finish with a crouching Roundhouse.

New Challenger

Special Moves!

Dee Jay

Hyper Fist



Press Down for two seconds, then press Up and simultaneously press any punch button repeatedly.

Double Dread Kick



Press Away for two seconds, then press Toward and any kick button simultaneously.

Max Out



Press Away for two seconds, then press Toward and any punch button simultaneously.

The Dread Combo









Jump in with a Fierce punch. Land with a Strong punch/Fierce punch and finish with a killer slide.



Offensive Crouch (Down/Toward)
Forward (Toward)
Forward Flip (Up/Toward)
Jump (Up)
Crouch (Down)
Defensive Crouch (Down/Away)
Back Defense (Away)
Backward Flip (Up/Away)

X = Jab
Y = Strong
Z = Fierce
A = Short
B = Forward
C = Roundhouse

With 3-Button controllers, you must press Start to switch between punches and kicks.

Continued on page 20

Street Fighter...The Movie

That's right. Your favorite *Street Fighter* characters are coming to life on the silver screen. The casting battles have been fast and furious to find the right stars for the parts. Heading the crew will be kickmeister Jean Claude Van Damme as Colonel Guile (betcha didn't know his rank!), Raul Julia (from the *Addams Family* movies) as M. Bison, and Wes Studi (*Dances with Wolves, Last of the Mohicans*) as Sagat. While the full details of the movie are currently top-secret, you can bet that the plot will be thick with the cool battle action that has made the cart series so great. The big question is, will Chun Li be able to throw a fireball...

Ryu

Undoubtedly the most popular good guy in the World Warriors Tournament, Ryu is a lifelong master of Shotokan karate. He seeks only to perfect himself in the spirit of karate. Ryu's Red Stun Fireball is the perfect precursor to any number of combinations.

Red Stun Fireball



Press Away, Down/Away, Down, Down/Toward and Toward in one smooth motion with any punch button.

Sagat

Once the reigning King of the Street Fighters, Sagat fell to Ryu's skill and plans to regain his title at any cost. He trains near the temples of Thailand. Along with M. Bison, he is the most well rounded of the World Warriors. His Tiger Knee and Tiger Uppercut are powerful attack techniques.

Tiger Uppercut



Press Toward, Down, and Down/Toward with any punch button. This move is particularly effective when you can catch your opponent in the air.



There ain't no woman warrior like Chun Li! One of the most athletic World Warriors, Chun Li hails from China and is in the Tournament to discover who murdered her father. Her new power moves are the High Side Kick and the Kioken Fireball.

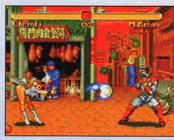
Chun Li

High Side Kick



Stand close and Fierce kick when your opponent is jumping.

Kioken Fireball



Charge Away for two seconds, then press Toward and any punch button.

M. Bison

Who doesn't know M. Bison, the ultimate evil villain? He heads the mysterious, deadly Shadowlaw organization and has wreaked havoc with the lives of most of the World Warriors. What he knows about Cammy, she may not want to find out! His Flying Psycho Fist is very, very nasty.

Flying Psycho Fist



Charge Down for two seconds, then press Up and any punch button.

Edmond Honda

Known as E. Honda to the fighting world. Does anyone know why his mother named him Edmond? The reigning Japanese master of sumo, Honda stepped out of the arena and into the street fighting ring to prove to the world that sumo is a truly majestic sport.

Sumo Splash



Charge Down for two seconds, then press Up and any kick button.

Balrog is a Shadowlaw crony with a wild, aggressive boxing style. He's picked up a few new moves along the way, making him a better contender for the World Warriors title.



Balrog

Shoulder Butt



Charge Down for two seconds, then press Up and any punch button.

Trip Punch



Charge Away for two seconds, then Toward and Jab punch.



Zangief is a big, good-natured Russian who wrestles bears for fun. He's totally fearless, he doesn't mind walking into a punch, and he's into big power moves. Zangief entered the World Warriors Tournament because he thought pile-driving the best fighters in the world would be...fun.

Zangief

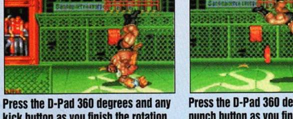
Siberian Suplex



Press the D-Pad 360 degrees and any kick button as you finish the rotation. You have to do this one quickly or Zangief will not throw the move.

Siberian Bear Crusher





Press the D-Pad 360 degrees and any punch button as you finish the rotation. As with the Suplex, you have to do this one quickly, or Zangief will not complete the move.

Known as the Spanish Ninja, Vega combined the skills of a ninjutsu and matador to create a new fighting technique. He is vain and egotistical, hiding his pretty face behind a mask so it won't become scarred in battle.



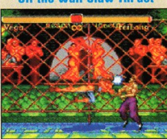
Vega

Off the Wall Claw Dive



Charge Down for two seconds, then press Up and any kick button. While in the air over your opponent, press any punch button.

Off the Wall Claw Thrust



Charge Down for two seconds, then press Up and any punch button.

HOT HINTS

- ✔ You'll notice that moves tend to follow patterns from character to character. Memorize the patterns and you'll become a faster, more versatile player.
- ✔ Fast, single hit attacks are good set ups for multihit combinations.
- ✔ You get more points by scoring first hits and pulling off combinations than you do by flashy one-hit attacks. Remember – the object is to win.
- ✔ Catch your opponent by surprise by coming in high and finishing low, or vice-versa.

Dhalsim

India is Dhalsim's home and the name of his game is yoga. Dhalsim seeks only to unify his mind, body, and spirit, and to test his skills so he can rise to a higher state of consciousness. Dhalsim gets the most benefit out of a graphically improved background and smoother animation. His moves are just as hot and just as slick.

Yoga Fire



Press Down, Down/Toward and Toward with any punch button.

Ken

If ego were money, Ken would be a millionaire. He let his fighting skills slip for awhile, but a challenge from Ryu got him on his feet and training hard. His Flaming Dragon Punch is the result.

Flaming Dragon Punch



Press Toward, Down, Down/Toward and the Hard punch button. Flame on!

Guile

He's a lean, mean, paramilitary fightin' machine. Guile is an ex–Special Forces commando who's joined the Tournament to avenge the death of his co-pilot on a mission in Thailand six years ago. M. Bison is involved somewhere, and even with your nose plugged you can smell a blood feud coming. Guile holds no new surprises. He's the same...smooth, strong, and reliable.

Flash Kick



Charge Down for two seconds, then press Up and any kick button. Boom!

Blanka

Ever have your butt kicked by a rain forest? Let this electrical mutant from Brazil get the upper hand, and that's watt will happen. He learned his attacks from studying creatures of the jungle. He entered the Tournament to achieve greatness and to find the link to his mysterious beginnings. His Vertical Rolling Attack takes bowling to the air.

Vertical Rolling Attack



Charge Down for two seconds, then press Up and a kick button.

DO NOT ADJUST

LOCK ON TO A NEW HORIZON.

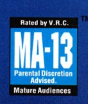








ALL VIDEO,
FULL SCREEN,
ONLY ON
SEGA CD™



™



YOUR MAGAZINE

TOMCAT ALLEY™ ON SEGA CD.









(ACTUAL SCREEN SHOTS)

Forget cute little computer animation. Tomcat Alley is the real deal, hotshot, with balls-to-the-wall live action. It's full-screen, full-on aerial action like you've never experienced. Tomcat Alley features seven different combat missions against air and ground targets. And you don't just see the action from under the canopy, you also get a bird's-eye view outside the plane. In fact, Sega TruVideo™ technology takes you as close to the edge as you can get without packing your own chute and wearing one of those helmets with the goofy nicknames on it. Once you've been to Tomcat Alley and back, no little simulator game will do. So bail out on the rest and lock on to the real jet fighter action of Tomcat Alley. Only on Sega CD.





To Kill, Kiss, or Bottle-Feed?

With Mortal Kombat® II Koming to Genesis, That Is the Question!

I Love You, You Love Me...Splat!

We all knew that the only way to make *Mortal Kombat* better was to add new characters and new moves. The designers could have taken the easy way out and made *Mortal Kombat II* a bloodless, watered-down sequel to the first game. Or they could have gone overboard in the other direction and made every single move blood soaked and nasty. Instead they showed sheer brilliance by bringing in new characters with challenging new moves, including the hilarious Babalities and Friendship moves. These moves are often more difficult to throw than the original—and new—Fatalities, and they add some wacky humor to this top-rate fighting title. And though we understand that the designers didn't put them in as any kind of political statement, the Babalities and Friendship moves do point out the fact that a good Fighting title doesn't have to depend on gore to be good (though the gore can be kinda cool). *Mortal Kombat II* may carry an MA-17 rating, but there's much more to it than gruesome Fatalities.



Mileena slings the purple. Uh-oh.

Uh-oh. Liu Kang is about to put a seriously fatal bite on Sub-Zero.

OVERVIEW

OK, OK; we know you've been waiting for it. We know you've been wondering whether or not the Fatalities, Babalities, and Friendship moves would be in. You've asked what the rating would be. We know you want to know 'cuz we have about 100,000 letters that say so! So here's the official news: *Mortal Kombat II* is coming to Genesis this fall. It's going to be big and bad...full of Fatalities, Babalities, and the awesome Friendship moves. Featuring the new characters with their new moves. And all the action you've come to expect from *Mortal Kombat* on Genesis.

PUBLISHER: **Acclaim** PLAYERS: **1 or 2**

CONTROLLER: **3-Button, 6-Button, Activator, Arcade Action Stick (Recommended)**





Mortal II on Game Gear Too



The trademark moves of the Genesis version will appear on the Game Gear as well.



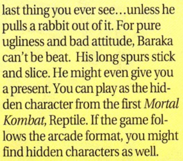
The Game Gear version delivers a particularly nasty fatality for Reptile.

Rayden's Friendship move makes us want to sing "Kumbaya."

KOMBAT®

New Kids on the Block

Mortal Kombat fans will find the original cast ready to do battle along with some new faces. Headlining the newcomers is a youthful version of Shang Tsung, who impacts your screen with two Fatality moves and the newly famous Rainbow Joy Friendship move. Kitana and Mileena are two new female characters with particularly gruesome Fatalities and Friendship moves that feature cakes and flowers. Kung Lau looks like a cross between Rayden and Liu Kang. If he tips his hat to you, it will be the last thing you ever see…unless he pulls a rabbit out of it. For pure ugliness and bad attitude, Baraka can't be beat. His long spurs stick and slice. He might even give you a present. You can play as the hidden character from the first *Mortal Kombat,* Reptile. If the game follows the arcade format, you might find hidden characters as well.



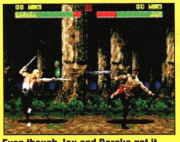
Now it's official. You know that *Mortal Kombat II* is on the way. Look to a future issue of *Sega Visions* for an in-depth strategy guide to beating this awesome game.



Jax has a mean throw. Who is battling in the distance?



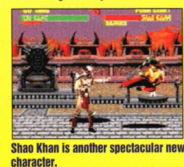
Sub-Zero can now flame ice across the ground.



Even though Jax and Baraka got it going on, the real action is in the background, to the left of the faced tree. Who's the green ninja?



Jax gets ready to give Reptile a broken back. Youch.



Shao Khan is another spectacular new character.

Even though you can now play as Reptile, Kintaro is an unplayable boss character from Goro's realm.



Baraka gets ready to unleash his spinning blade move.



Baraka is just a kid at heart. But he's still ugly.



Sega's Latest Innovation: Toys with Attitude

When you've already created the greatest video games in history, when you're leading the way in new technology, and when you've inked a deal with one of the largest movie studios in the country, what new worlds of entertainment and fun can you set out to conquer?

You guessed it — Sega has a brand-new division: Sega Toys!

The continued quest for excellence in entertainment has lead Sega to take all the excitement, interaction, technology, and fun of video games and apply the experience to TOYS. Count on upcoming issues of *Sega Visions* to have all the latest hot-off-the-press news about the coolest toys to shape the future.

Expect the Best

Before we give you the debut scoop, we want to give you an idea about what to expect from Sega Toys. According to Roberta Jacobs, vice president and general manager of Sega Toys, plans include products in three categories: electronic learning aids, electronic games, and youth electronics. She says that when it comes to toys and technology, Sega has two philosophies: First, Sega believes the application of technology to toys can truly create magic. But it's only magic when it's interactive. This magic occurs when the player — not the technology — controls the interaction. Second is the belief that kids are happiest when they're in control and making the choices. In other words, you won't see any "watch me"–type games from Sega. What you will find is toys that unleash the magic of interactive entertainment through leading-edge technology.

Pico

Japan's No. 1 new preschool toy.

Is it a computer or a toy? Well actually it's a computer that thinks it's a toy. Parentals will think it's a bright-colored laptop computer; kids will see Pico as their very own game station packed with fun. Pico looks like a small suitcase with connections that hook it up to the TV. It opens to reveal a magic pen (instead of a mouse), a drawing pad, directional keys, and a slot in which you insert the software. The software (aka storyware) is actually in the form of a storybook that a young child can easily pop into place. Every flip of the storybook page and every movement of the magic pen determines vivid on-screen action.

Kids ages 3 through 7 will enjoy interacting with great musical storybooks such as Huckle and *Lowly's Busiest Day Ever* by Richard Scarry. Each storybook is filled with more than 20 activities that teach basic skills like counting, spelling, and matching as well as activities that improve developmental skills. Problem solving, memory, logic, and motor skills become child's play with titles like *Mickey's Blast Into the Past, Ecco Jr. and the Great Ocean Treasure Hunt, Tails and the Music Maker, Magic Crayons,* and *A Year at Pooh Corner.*

The variety of activities and games within each storybook make Pico age and skill versatile. While younger children in the family will enjoy pointing at objects and watching the result on the screen, older kids will like drawing and animating their own cartoons. Pico actually lets kids "lift" and animate any character from the storyware pages and add it to their own composition.



Richard Scarry's
Huckle and Lowly's Busiest Day Ever.
Tails and the Music Maker
Magic Crayons
Mickey's
Blast into the Past
Ecco Jr.
and the Great Ocean Treasure Hunt!



Pocket Arcade

**Now you see it,
now you don't.
(Good things do come in small packages.)**

How much fun fits in a pocket? Tons, with these games. Pocket Arcade is a line of miniaturized handheld LCD games with a unique "conceal and reveal" feature. When you're ready to play, just hit the button, and the hidden screen flips, pops, or pivots into view. Time to shut down? Simply close it up and stick it in your pocket — you're ready to roll.

Stuck in a long line? Pocket Arcade will give you an instantaneous attitude adjustment. At a moment's notice, you can play hot Sega titles like *Amazing Sonic* (with 12 nonstop levels), *Eternal Champions* (with 30 fighting combinations), or *Ecco the Dolphin* (with seven seas to explore). There are Sports titles too (remember that next time you get benched), like *Sega Sports Football* and *Sega Sports Baseball.* Unlike other LCD games, Pocket Arcade games have Turbo Power and nearly double the amount of graphics. As a matter of fact, Pocket Arcade games have more levels, more action, and more brain-twisting excitement than any other stand-alone handheld game.

IR 7000

Super secret message machine with much, much more inside.

Imagine sending invisible messages across the hushed library to your waiting friend, your silent communication completely undetected by the prying eyes of the school librarian. If you're tired of your wadded-up notes being confiscated, you might be ready for the IR 7000.

The IR 7000 is a miniature electronic communicator and organizer. Invisible, infrared beams allow players to send secret messages to each other without ever uttering a word. Just type in your message, point, click, and wait for your friend's hopefully quiet reaction. You can even add a password for ultimate security.

Besides breathing new life into boring study-hall periods (or snoozer editorial meetings), the IR 7000 has other useful functions. It's a calendar to keep track of a busy schedule — soccer practice at 10:00, hoops at 3:00, pizza at 6:00 — a calculator, an address/phone number database, a memo keeper — "study for Advanced Physics exam tomorrow" — an alarm clock, and a world clock with a scrolling world map. And the commands work in ten languages! The IR 7000 also has an LCD game (it is from Sega after all) that you can play alone or against a friend across the room.

Pods

Hold the peas, please.

If we said this was a hands-on game, we'd be lying. Well sort of, 'cuz you play with Pods without ever actually touching them. Pods are three futuristic orbs that react to your hand movements. By waving your hands over each interconnecting Pod at different levels, you trigger lights and sounds through multilevel infrared beams and electronic eyes. (We told you it was futuristic.)

There are six challenging games you can play with Pods — alone or with a group of friends. Whether you're playing *Lightning I, II, III; Add a Beat; Speedo; Color Tag;* or one of the other challenging games, you'll be practicing some serious hand-eye coordination.

No matter what your age, if you like competition, there's no doubt about it, you'll love Pods.



Location is Everything

Quentin
You learn that Traeger, the Sword of Darkness, is said to be in a church somewhere.

Shirster
Krystal's brother, Marcus, is mentioned as looking for Traeger.

Milsey
Katrina, a young priestess with magic power, is mentioned.

Dios
Traeger is mentioned as hidden at the church of Zolt. Also, you'll find Marcus in the church, but you'll first need to find Traeger to release him from the black-magic bondage spell keeping him in chains.

Teote
You're told that the mayor's family, in the town of Dreik, wants the Ancient Scroll. Also, talk to the alchemist to receive a small package to deliver to the Pawnshop in the town of Nieve.

Nieve
Give the Shopkeeper the small package, and receive the Ancient Scroll.

Dreik
Give the mayor the Ancient Scroll, and he'll give you 5,000 gold pieces.

Iyaltis
You learn that the Shining Jewel (not to be confused with the Jewel of Light!!) is at the village of Nast, at that church (pray 100 times).

Zolt
Get Traeger in this town (only if you have the Shining Jewel from the town of Nast). Now return to Dios to release Marcus, your brother. He'll then join your party.

Kaus
Katrina, the Priestess of Tobis, is in the church, but you'll need a special ring to heal her. Also, get the Shinobi Knife (used by any Lawful Fighter) from the Pawnshop's attendant.

Nast
Here you'll receive the Shining Jewel, but first pray in the church 100 times.

Ridley
Speak with all the villagers, and they will tell you about the hidden elven village deep in the forest. Note: the villagers will talk only to an Elf or Hobbit (they don't like Humans or Dwarves very much).

Arien the Elven Village
Go southwest from Ridley, and you'll find a slightly discolored patch of forest within the woods. If you've talked to everyone in Ridley, search the spot to reveal the village. The Mayor will ask you to rescue his granddaughter from the Humans. He will give you the Blue Crystal.

Woors
In this town you'll find Kimberly. She'll tell you to rescue Marcus.

Laguna
A mountain area northwest is mentioned. Make sure you've talked to everyone in this village. Now, head to a mountain area with a hole in it. Search there to acquire the Statue of Vulcan.

Kalua
In this town you'll receive the Talisman. From here, head right to a big tree in the Lomsaire Forest. Use your Talisman to reveal the Town of Sharktan. Get the Goat's Blood.

Teydon
Give the Goat's Blood to the Mayor to receive the Rebirth Spell.

Sharktan
Vian's sword, Slayer, is mentioned. You are told to talk with the weapons smith of Wilis. Don't forget to talk to the person inside the mansion. He'll tell you to go to the towns of Dragonia, Paradis, and Nautia. You'll find help from Sharktan's clansmen in each town. The person will then give you the Sharktan Amulet (aka Sharktan Talisman) to get each clansman to aid you.

Cheshire
It's mentioned that the Jewel of Light is located in a desert shrine.

Yentz
Gather all the information in this town, then go to Tobis.

Tobis
Talk to Katrina's boyfriend in the Tavern. To get the Ring from him, you must journey back to Yentz and speak with the wizard in the Town Square. Go back to Tobis to get the ring from Katrina's boyfriend. Now, return to Yentz, and the wizard in the Town Square will return the Ring's magic. Return to Kaus.

Shinobi
Send your fighter with the Shinobi Knife northeast to Tobis in a forest area between two mountain ranges. You'll find the Shinobi Mallet (a secret place where warriors train in the Martial Arts of Shadow Ninjitsu). Talk with the mayor to train to be a Ninja.

Kaus
Enter the church and give Katrina the Magic Ring. She then joins your party!

Paradis
Information about the whereabouts of Dandelea, the Earth Spirit, is offered. Show one of the villagers the Sharktan Amulet, and you'll receive the Flying Clothes.

Dragonia
Show a village the Sharktan Amulet, and you'll get the Ring of Dragonriders. Pick any fighter, and stand him next to any dragon. Use the Ring on the dragon to become a Dragonrider.

Nautia
Go to the church with the Sharktan Amulet to talk to the Sharktan Clansman. He'll give you the Water of Heaven and the Fly Saddle.

Asai (town)
Slayer, Vian's sword, is sealed somewhere in Cheshire. Troubadour traveled toward Runvail. Just outside the town, search below the bridge for the Mirror Shield.

Palwa
Dandelea is hiding near his favorite tree around the Runvail area.

Runvail
A reference is made to the Bazaar at the Town of Nieve. Another reference is made to the Elven Tears and an Oasis where the Goddess might be residing. The mayor needs the famous Sage Tea from the city of the same name (it's west on a Volcanic Island).

Volcano
It's west from Runvail. Stand on the upper left side of Volcano and use the Statue of Vulcan to redirect the lava flow into the sea. The villagers of Sage will then return.

Sage
You'll be thanked by the villagers, and then receive the Healing Ring from the mayor. Buy some of Sage's famous Tea, then return to Runvail.

Runvail
Give the mayor Sage's Tea to calm his nerves. Once calm, he'll inform you that Dandelea is in a tree directly south; then the mayor will hand you the Earthen Bowl to summon the Earth Spirit.

Rufus
Speak with all the villagers, then journey to Garmesh. The W' Horse is said to be in this area. Pray at the church more than eight times, and the priest will tell you that the Water Mirror is on a Mountain Island southeast.

Water Mirror
It's found on an Island southeast of Rufus. To break the barrier preventing you from getting the mirror, you must send Marcus to do the task.

Pacilite
The priest at this church has the Mystical Rod. Pray more than 200 times at the church, then talk to the priest to receive the Hobbit Rod (aka Mystical Rod). It is said that the W' Horse can be found in a hidden spring within the forest northwest, just outside the town.

W' Horse Spring
(Send Katrina.) Above Pacilite, search the small forest (only in the morning). You'll capture the horse only if you have the Fly Saddle.

You're on Your Own

Well, we got you started. Now you have to unravel a few dozen more puzzles, face the four evil Elementals, and meet the Dark Wizard face to face. And remember, this is just the first of four possible approaches to the game.

Hey, we said it was hundreds of hours of game play, didn't we? Good luck.



Secrets of Eye of the Beholder

Sega's epic new RPG, *Eye of the Beholder,* is full of hidden characters, secret weapons, special bonus quests, and other mysterious goodies. To help you get started, here are tips on gaining allies, the lowdown on some of the characters you can recruit, and some hot hints on bonus quests that pay off big in Experience Points and really vicious weapons.

Skeletal Lords, Level 7



Use maces and magic on the Skeletal Lords on Level 7. Blades score only half damage.

Mind Flayers, Level 11



Very tough. One blast can paralyze your whole party, so never face them head-on. Step around a corner and attack their flank. Keep doing this till they're monster mush.

The Stone Portal Express

The Stone Items you collect throughout the dungeon will let you zip around through the Stone Portals. Here's a list of the items, where they can be found, and which levels they connect:

STONE ITEM	WHERE FOUND	TRAVELS BETWEEN LEVELS
Dagger	Level 2	7 and 9
Scepter	Level 4	7, 8, and 10
Necklace	Level 5	5 and 7
Medallion	Level 5	4 and 7
Ring	Level 6	6 and 10
Orb	Level 11	11 and 12
Holy Symbol	Level 11	7 and 11

Hidden Characters

Each of these characters can be found in the dungeons and recruited in your struggle against the Beholder.

Tod Uphill, Level 5 Thief



Found as bones near the dungeon entrance, he can be resurrected on Level 5. Collect his lock picks.

Tyrra, Level 6 Ranger



Dead as a doornail, down on Level 10. Good strength, OK hit points, great with a bow and arrow.

Anya, Level 4 Fighter



Good, tough warrior. She's dead when you find her on Level 3, but she can be resurrected on Level 5.

Ileria, Level 6 Cleric

I see that because of my faith, I have been given another chance to carry on my mission of good.

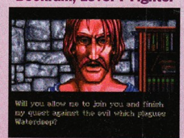
By the time you find her bones on Level 7, you'll probably have a Raise Dead scroll. If you already have a Cleric in your party, you might want to pass her up for a Fighter or Mage.

Kirath, Level 7 Mage



Another dead dungeon dude for the resurrection route. Kirath is a good mage found on Level 11, although magic becomes less important than the ability to soak up blows on these levels.

Beohram, Level 7 Fighter



Your other Fighters should be just as tough as this guy by the time you find his remains on Level 9.

Advanced Dungeons & Dragons

EYE OF THE BEHOLDER



Sometimes You Gotta Break a Few Eggs To Get Secret Weapons and Win Friends (Sorta)!



Collect the Kenku eggs on Level 6 and put them in the Nest.



Once you've gathered them all, you'll get a +5 Halberd.



Take TWO eggs with you, leaving the others in the Nest for later.



When you meet the Drow on Level 7, choose Bribe. Now the Drows will let you pass throughout the level.

Beating the Bad Guys

Here are some handy tips to avoid getting toasted by monsters down deep:

Giant Spiders, Levels 4 and 5



Put two poison-resistant dwarves up front and fire arrows and missiles as you retreat.

Kenku, Level 6



These guys fire off magic missiles on sight. Sidestep as soon as you see them, then close in for combat.

Rust Monsters, Level 9



They eat metal, so equip your front rank with leather armor. Fire ranged weapons as you retreat.

Mantis Warriors, Level 10



They throw daggers on sight, then close in with a halberd. Sidestep when you see one, then close in for combat. Their blades can paralyze, so keep a Cleric "Remove Paralysis" spell ready.

HOT HINTS

- ✔ You'll find an abandoned dart trap on Level 8. Load it up and lure a monster inside. You'll get +5 Adamantite darts in return.
- ✔ A sign on Level 9 reads "It is written, the key lies on the other side." A jewel or rock might come in handy.
- ✔ Remember those extra Kenku eggs? They'd look good on some shelves on Level 10. Just be ready to fight for all the extra booty they'll reveal.
- ✔ There's a Dwarven Healing Potion on Level 11. If you don't get it up to the Dwarf King on Level 5, you're gonna have a real tough time winning this game.
- ✔ Xanathar (the Beholder) has a trap set for you on Level 12. He can't make himself invisible, but you can.



Light on Carnage, Heavy on Fun!

A Fist Full O' Fun

Feelin' frisky, Fight fans? There's a great crop of nontraditional Fighting games coming to Sega owners. These titles have all the depth and strategy of fatality-filled games without the gore. Plus they've all added a weird little twist or two that you won't find elsewhere.

Good Fighting titles can be a fist full o' fun without all the sensationalized violence. Cartoon characters are a kick, and the bad boys require top-notch technique to beat. Take a look at *Brutal* from Gametek for the Sega CD, *ClayFighter* for the Genesis from Interplay, and *Ballz* for the Genesis from Accolade.

Yup. They have fist-in-face Fighting action, but the worst you'll see is a flattened furry thing, some scattered spheres, or pounded play-dough. There's not a drop of blood or a humanoid-looking fighter in the bunch. But that doesn't mean they're simplistic or easy. They're serious Fighting carts.

Animated, Animalistic Martial Arts

Here's your invitation to the tournament. Only gamers with warrior spirit need enter. *Brutal* for the Sega CD from Gametek is a martial arts title starring some fierce furry fighters. One or two players choose from ten characters and must earn special moves from the Dali Llama. With tons of great intro and cinematic animation, wonderful island fight locations, and controllable instant replays, this game has humor and depth. Sharpen your claws — the tournament has begun.



Take it muzzle to paw in the Dojo.



You can scent victory at the foot of the Waterfall. Jump and leaves fall.

Tai Cheetah vs. Kung Fu Bunny

The Dali Llama wanders the globe every four years in a search for the greatest warriors. He judges them on martial arts prowess and what he calls the warrior spirit. Those found deserving are invited to a tournament on Brutal Island, where they compete for the right to wear the Belt of Heaven. The combatants are Kung Fu Bunny, Tai Cheetah, Kendo Coyote, Foxy Roxy, Rhei Rat, Prince Leon, Ivan the Bear, The Pantha, Karate Croc, and of course, The Dali Llama. May the best fighter win.

A CD Chock-Full Of Fun

For starters *Brutal* has more than 200 sprites (animations) per character, ten fight locations, musical scores for each character and location, sampled voices for the fighters, and at least four unique special moves per fighter. Two unusual features set this title apart from the rest. First, there's a Belt System in which the fighters earn new belts by proving themselves. Second, the Learning System gives fighters who have performed well a chance to grasp a new and special move. The Dali Llama gives you three chances to learn and properly replicate the move. If you haven't gotten it in three tries, he becomes weary of your incompetence and departs.



The furred fighters fight it out in the Courtyard. Nice fountain.



In the Screen Room, fighters are visible only in the center of the room. The rest of the time, you must fight while watching their shadows on the screens.

You keep the special moves you have learned in previous games through the use of a password. As an added gloat feature, the instant replay shows the whole previous bout if you wish. The winner controls the replay.

MA-13



Make your fighter choices at the Match Up screen.

Fantastic Intro Animation





Check out the great animated intros! In this one, Ivan the Bear gets his invitation to the tournament.

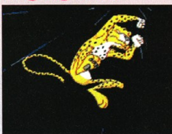
A Few Fur-Bearing Fighters



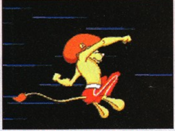
Foxy Roxy's style of fighting is Penjat Silat. An abandoned orphan, she eventually became President of the U.N. Children's Fund.



The Dali Llama invites fighters from all over the earth to battle for the right to wear the Belt of Heaven.



Tai Cheetah searches for spiritual rather than financial riches in his quest for the Belt.

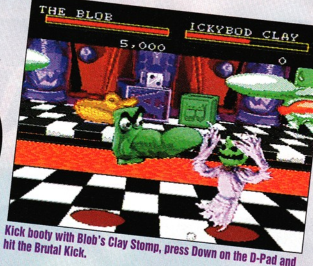


Prince Leon the lion fights for his pride. He is certain that he'll receive the Belt on prowess alone.

Here you fight under the watchful eyes of Buddah. This guy needs to go on a diet.

Welcome to the Landing. Use the instant replay to make your opponent view the losing performance again.





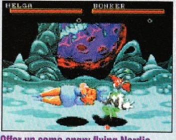
Kick booty with Blob's Clay Stomp, press Down on the D-Pad and hit the Brutal Kick.

A Cart that's Great to Clay, er, Play!

Three-dimensional clay is the order of the day in *ClayFighter* from Interplay for the Genesis. This one- or two-player slug-fest between hilarious animated clay figures is sure to be a hit with Fighting game fans. With morphing Claymation-style special moves, tons of humorous voice, Edge modem compatibility, and true Fighting-game depth and challenge, this cart can be played by John and Jane Doughs of any talent level. Knock the clay out of your opponent in this fun factory of a title. Sorry, there are no claytality moves.



Ice their clay encrusted...ahem. Anyway, tag them with Bad Mr. Frosty's Snow Ball. Charge Away for two seconds, then tap Toward, and press a Punch button.



Offer up some angry flying Nordic woman with Helga's Viking Ram. Tap Down, Down/Toward, then Toward, and press a Punch button.



Whistle up a whammy with Blue Suede Goo's Humming Attack. Hit Down, Down/Toward, then Toward, and tap a Punch button.

Blob vs. Ickybod Clay

While you're pounding dough, you'll note that each of the fighters has a fair number of special moves — most of them hilarious and powerful at the same time. With moves like Bad Mr. Frosty's Frozen Fist, Taffy's Taffy Whack, Tiny's Sucker Punch, Blob's Buzzsaw, Blue Suede Goo's Hair Blade, Ickybod Clay's Ecto Punch, Helga's Valkyrie's Ride, and Bonker's Flying Pie, you'll have a great time fighting to become King of the Circus.

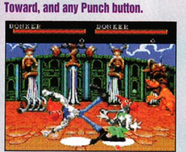
NYR Not Yet Rated



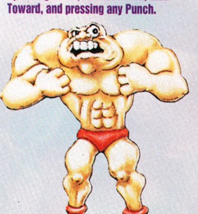
Make 'em stop a rolling ball of clay with Tiny's Medicine Ball. Charge Away for two seconds, then hit Toward, and any Punch button.



Nail 'em with Ickybod Clay's Ecto Ball by hitting Down, Down/Toward, then Toward, and pressing any Punch.



Test-drive Bonker's Cutting Cartwheel by charging Away for two seconds, then pressing Toward and one of the Punch buttons.





Twirl up a good one with the Taffy Tornado. Press Away, Away/Down, Down, Down/Toward, then Toward, and hit a Punch button.

Continued on Page 40

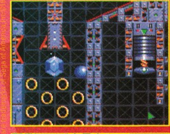
SONIC THE HEDGEHOG SPINBALL ON GAME GEAR™















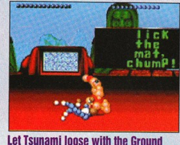
SEGA™
GAMEGEAR™



Also Available on Genesis™



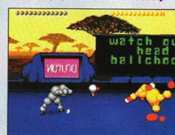




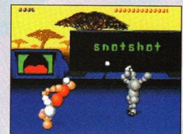
Let Tsunami loose with the Ground Pound by getting Close and tapping Kick. Ouch. Yeow.



Increase the stakes with a Taunt. Hit Buttons A, B, and C simultaneously.



How about Boomer's Head Chuck? Tap Away, Toward, and Punch.



Kronk lets one fly with the Lobber Loogie. Hit Away, Up, and Punch.

Great Ballz of Fighter!

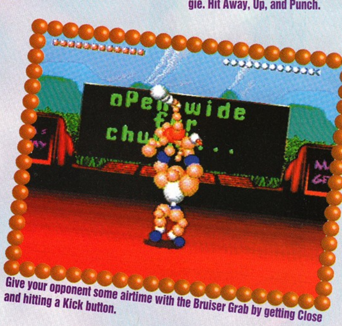
Sling some spheres. Bounce some balls; that is, *Ballz*. This Genesis product from Accolade brings unique and imaginative fighting to a cyberspace future. This cart focuses on the fun of humiliating your opponent in a terrific 3-D, multicamera angle environment. There's even a unique ending for each character in the single-player game. With more than 1,000 animations, tons of special moves, instant replay from any (and we mean *any*) angle, and a bunch of great new ideas, this one may be in the Fighting genre, but it's in a league all its own.

Taunts, Grovels, And the After Shatter Stomp

Wanna raise the stakes for both fighters? Try a Taunt. When you Taunt your opponent, you increase the damage of each hit by 150 percent...two taunts and damage increases by a factor of three and so on. The key here is that it effects both fighters, so if you Taunt and take a hit...too bad.

When your fighter has less than three balls of energy left, you can Grovel. Groveling increases your energy slightly. If your opponent is feeling kind, you'll get away with it — otherwise save it for a safe moment, like immediately after you've pulled off a throw. After having beaten your enemy, you can do an After Shatter Stomp — your basic gloat dance. It's fun and it adds humiliation value to the loser's day.

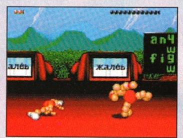
MA-13



Give your opponent some airtime with the Bruiser Grab by getting Close and hitting a Kick button.



Devine gives Boomer a Spanking by winning a Grapple — close and multiple A-Button taps.



When you have less than three balls of energy left, do a Grovel by hitting Down three times.



SPIN INTO 3-D ACTION! ATTACK FROM ALL SIDES WITH FULL 360° ROTATION! NOW THAT'S A WELL-ROUNDED HEADDY!



STICK IT TO 'EM! USE **SPIKE HEAD** TO BUST 'EM AND DUST 'EM – TALK ABOUT MAKING A POINT!



HOOP IT UP! NOGGIN'-KNOCK YOUR BEST SHOT IN THE HEAD-BOPPIN' SPECIAL BONUS ROUND!



Sneak Peek

SEGA CD

Sid and Al Go Sega

Did we say cartoon physics? Think cause and effect. What's gonna happen when Sid goes for the cheese? Al is on pins and needles waiting.

Incredible Toons features four modes: a design-it-yourself mode, the story mode, a grueling head-to-head cooperative mode, and school. You gotta learn somewhere!

Sid & Al's INCREDIBLE Toons™

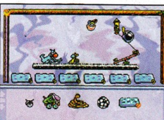
Barbecue Gone Bad

Sid and Al are a couple of cartoon-cute, comical, crazy mouse and cat buddies who have had a serious outdoor cooking mishap that involves dinner, a barbecue, and a full can of lighter fluid. The result? A big, ripping brawl that gets both of them landed in the Toon Factory until they can work out their differences.

Sid and Al may be friends, but hey — they're mouse and cat. Sid the mouse is a prankster who loves to razz the cat and who will do just about anything for a hunk of cheese. Al is a very large blue cat who's a little slow to get going. But once he does, he's a little hard to stop! You want a reaction from Al? Drop something on his head. The duo looks funny, acts funny, and sounds funny. They should — their voices are done by two of the top in the business: Rob Paulson, who does the voice of Yakko in *Animaniacs*, and Jim Cummings, the voice behind *Darkwing Duck*.

Cartoon Physics

One of the beauties of the Toon Factory is that it ain't in the real world. You can do things here you can't do anywhere else. You want to be successful at making wild, weird engines, you gotta think like a cartoon. What kind of machine could you make with a baseball, timer, chicken, and mad cat? You can make most of the parts bigger or smaller, or flip them around to fit the mad genius of your ideas. Options include Proparts, programmable parts you can use to set the difficulty of your puzzles; the Hooter, in which you can adjust sound effects; four modes; and a save feature, so you can keep your progress without having to solve all 150 levels in one sitting. There's even a nuke feature that allows you to scratch your current machine and make a new one. Look for more on this inventor's wildest dream in upcoming issues of *Sega Visions*.



Put cat and mouse together, and you'll have trampled mouse unless you can figure out where to put Sid.



OK, here's how it works. Drop the ball on the power switch. It turns on the timer. The timer goes off, whacking the chicken. The chicken lays an egg, which falls on Al's head. Al gets very mad. The egg gets cooked. Get the picture?



Sid has thrown the switch and is running for dear life.

OVERVIEW

Dynamix's happy-go-lucky cartoon cat 'n mouse are about to give new meaning to the term *contraption* with *Sid and Al's Incredible Toons* for the Sega CD. *Incredible Toons* is an interactive fun-fest of compilation, conglomeration, and just generally putting together 150 totally awesome Rube Goldberg–type devices to help mouse and cat settle their differences of opinion and get out of the Toon Factory. Featuring a classic cartoon look and feel, combined with phenomenal sounds and 30 levels specially designed for the Sega CD, *Incredible Toons* is one of the few game titles that has something for everybody, male or female, young or old. If you've ever liked playing with mousetraps and dominos, *Incredible Toons* is a title you'll love to tinker with.

PUBLISHER: **Dynamix** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**
NYR Not Yet Rated

Lethal Enforcers II Slaps Leather On Genesis And Sega CD

The Justifier That Won the West

This town ain't big enough for you and them, pilgrim. Armed with your trusty Justifier (or those other legendary peacekeepers, the Sega 3-Button controller and Mega Mouse), you have to do the high-noon bit with an endless stream of hired guns. Blast your way through five stages of gun play: the Bank Robbery, the Stage Hold-Up, the Saloon Showdown, the Train Robbery, and the Hide-Out. Bonus rounds include a bottle-shoot and a leather-slappin' showdown.



Blast the bad guys out of the windows.

Six power-ups appear as increasingly potent weapons of the era. Dust some rustlers with a 50-caliber Sharp rifle, a 12-round rifle, a double .45 rig, a shotgun, a Gatling gun, or even (ulp) a cannon. Depending on your speed and accuracy, you can work your way up the ranks from posse member to U.S. Marshall.

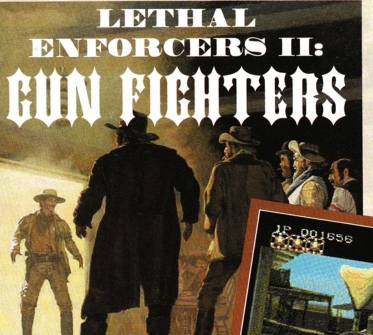


The double rig gives you a larger shot area.

Fans of the original *Lethal Enforcers* are gonna love this title. Konami should be congratulated for taking a well-developed concept and game engine and bringing it back in a creative, new, Wild West adventure.



Plug this guy and you'll be singing "I Shot the Sheriff."



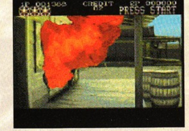
The boss has three cannons and a ton of cannonballs.



Look sharp! Bank robbers don't always use the door.



There's a 12-round rifle behind the bank sign. You can use it till one of your enemies wings you.



The bad guys blow out the bank's back wall. You have to stop their escape.

OVERVIEW

Konami, the company that brought you last year's ultra-realistic street shooter *Lethal Enforcers*, has taken the same great gun-slingin' game engine and headed West. Straight from the arcades, *Lethal Enforcers II: Gun Fighters* pits you against a gamut of hard-ridin' hombres in the rip-snortin' days of the Wild West.

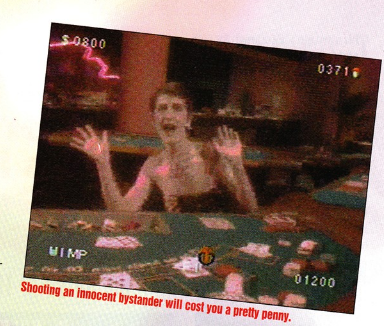
PUBLISHER: **Konami** PLAYERS: **1 or 2**

CONTROLLERS: **3-Button, Mega Mouse, Konami Justifier (recommended)**

NYR Not Yet Rated

Arcade Sleuthing And Shooting, Thirties-Style

A Gun-Toting Mystery From the Mad Dog McCree Team



Shooting an innocent bystander will cost you a pretty penny.





Even a mother pushing a stroller is suspect. That's one big baby she's wheeling around — he's packing more than his diaper.



Red was Johnny's girl. She wants you to send his killer to the big house. After all, you're the best.

HOT HINTS

- ✔ Your suspects won't shoot you, but they might set you up.
- ✔ Don't shoot at enemies until they draw their guns.
- ✔ You can buy extra ammo for 100 smackers a clip.
- ✔ Take a shot at Johnny's lucky number whenever it appears.
- ✔ Tired of that sarcastic surgeon? Shoot the screen while he's talking to jump back into action.

Descent into the Underworld

This damsel in distress may be bent on revenge, but she's not too observant. A pack of toughs has followed Red, as she calls herself, into your office — if you're not careful, they'll treat you to a six-pack of lead before she's finished her tale of woe. If you live long enough to see her to the door, a telegram and a map will direct you to the lairs of four hard-edged criminals.

When you confront your suspects, they'll give you a lot of lip and set their armed henchmen against you. Put a little iron in their diet before they do the same to you. If you do get shot, a doctor with a rather abrasive bedside manner patches you up for a fee. Out of cash? It's off to the morgue, where a ghoulish mortician makes light of your untimely end.

Wear down your suspects, and you'll wring a clue out of each one. Collect them all to crack the safe in Johnny's mansion for a pivotal piece of evidence that varies with each game. With several possible endings that hinge on this final clue, *Johnny Rock* has good replay value (we only wish that the game play varied along with the conclusion — enemies always, always pop up in exactly the same places).

Johnny Rock's relentless gunfire will satisfy shooting fanatics, while the atmospheric sets, campy dialog, and multiple endings are enough to whet any gumshoe's whistle. So slip your pistol into your trenchcoat, and send that lounge lizard's killer up the river.

OVERVIEW

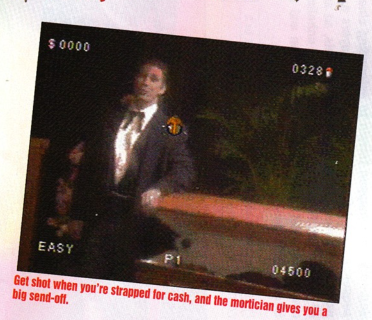
American Laser Games, the people who brought you the live-action shoot-out action of *Mad Dog McCree,* have turned their talents to a hard-boiled whodunnit. You're a burnt-out private eye. She's a desperate dame with vengeance on her mind: Someone's rubbed out her night-club-singer boyfriend, and she wants justice. You don't usually deal in murders, but against your better judgment you pack your pistol and take the case. The seamy underworld of the victim's numerous enemies is the setting of your perilous live-action investigation. To get to the bottom of Johnny's murder, you have to plug gangsters, pool-hall thugs, and sharp-shooting molls from a first-person perspective. Your reflexes better be quick. If you don't think and draw fast in this one- or two-player Mystery/Shooter, you'll be served up like a slab of Swiss cheese.

PUBLISHER: **American Laser Games** PLAYERS: **1 or 2**

CONTROLLERS: **3-Button, Menacer, American Laser Games Gamegun, Konami Justifier, Mega Mouse (recommended)**







Get shot when you're strapped for cash, and the mortician gives you a big send-off.

The Line-Up

According to Red, Johnny's murderer was one of the "four diseases." Each member of this unwholesome quartet had ample motive for doing him in. It ain't easy picking out a killer when your suspects are such a sick bunch.

Mumps



Johnny double-crossed Mumps once or twice, and this pool shark holds a mean grudge.

Lockjaw Lil



Lil regularly booked Johnny to sing at her speakeasy. She'll tell you that she loved Johnny like a son, but murder is often a family business.

Smallpox



Johnny's bookie claims to pack a pencil, not a piece. Think he gave his client the bullet boogie?

Measles



This low-life was mixed up in some shady dealings with the dead man.

The Shooting Galleries

The Pool Hall

Don't let these pool sharks hustle you.

The Casino

Where there's gambling, crime is sure to follow. Lockjaw Lil's tawdry establishment is no exception.

The Garage



Beware of explosives here.



The Warehouse



Was it Measles who put Johnny in cold storage?

Set Your Soul On Fire!

Get Your Hands on Core's Hot New Shooter

OVERVIEW

Core Design is heating up Sega CDs everywhere with *Soul Star*, its latest Action/Adventure shooter. This exclusive Sega CD spins up the action with everything from 360-degree texture-mapped terrain to astounding cinematic sequences. *Soul Star* gives one or two players a multi-world environment with three difficulty levels, an arsenal of devastating futuristic weapons, and an unbelievable music score. Get ready for deep-space action and adventure at that'll have you seeing stars!

PUBLISHER: **Core Design** PLAYERS: **1 or 2**

CONTROLLERS: **3-Button, 6-Button**

NYR Not Yet Rated

Out of the Deep Freeze, into the Heat

You play *Soul Star* as a cryogenically stored alien commando. For eons, your mortal enemies, the Myrkoids, have managed to elude you on their never-ending mission to drain the life force of all planets and entire star systems. You and your team of Cryo-Commandos have been hunting and tracking these space fiends for centuries across the vast universe in your warship, a top-of-the-line sublight strike craft supercharged with an array of deadly weapons. It has the ability to morph into any of its three Multi-option forms: an Attack Tank, a Turbocopter, or a Strike Craft.

Soul Star keeps you on your toes with more than 40 exciting missions and six battles for the planets. As you soar through space alone or with a Myrkoid-blasting buddy, the behind-the-craft perspective gives you a 3-D experience so real, it feels Virtual. Each in-between-mission sequence provides a smooth transition from level to level with vivid detail. Voice-over commentary provides helpful hints on how to help your three characters stay alive. And the *Star Wars*–esque musical score sets the perfect mood for blasting Myrkoid marauders out of the biosphere. *Soul Star* is more than a shooter. It's a stellar adventure!



Fly through these rings and receive a new level of power for your weapons!

You don't have time to hang around. Better hustle before something blows.





Enemy ship targeted ahead. Tallyho!



Are we there yet?

The Myrkoids drain planets of their internal energy and leave nothing but empty husks drifting in space....

Looks like the Myrkoids have been here! Try to shoot these big chunks of debris before they turn you into Cryo-Commando bits.

HOT HINTS

- Save your missiles for later, more difficult levels. The missiles are the only weapon with a limited supply.
- Listen closely to the voice-over for instructions; it will help you maintain your lives.
- In Strike Attack mode, try not to stay in one place too long – you'll give your enemies a chance to lock on. Instead, try to fly on one side for a few moments, give your enemies a chance to adjust, and immediately move to the opposite side.
- It's usually best to stay near the bottom of any towers you fly through, as the surface-to-air enemies have a much smaller chance of hitting you.

The Attack Tank is incredibly fast on this alien terrain and has a tendency to slip toward your destination faster than you may want. Try to edge up on the enemies.

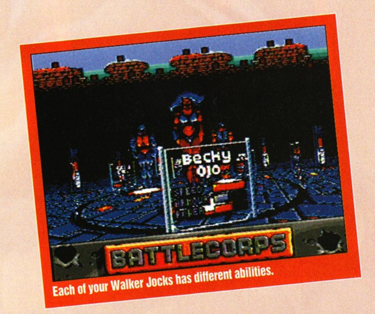
Shoot to obtain these power-ups.



3-D Battle Across Six Worlds

Wild Weaponry

	Dual Machine Gun	Grenade
Pulse Weapon	Heat-Seeking Missile	Flame Thrower



Each of your Walker Jocks has different abilities.

Death To Biomechs!

It's war. War between rival mining companies. You work for the Interplanetary Mining Corporation. You're trying to secure rights to the richest veins of the rare element Meridium in the galaxy. Only one thing stands between you and astonishing wealth — Biomechanical Incorporated. You're on a search-and-destroy mission to take out their biomorph-piloted Insectar strike craft. Controlling one of three Walkers, you head out into hostile environments, weapons wailing. Clear out the stinking Biomechs, and it's all yours.



Hit Start twice to turn on your radar. It stays in the top right of your screen until you turn it off.



Dashing through the snow, in a two-legged, twin-cannoned war machine...



When your screen says "Mine detected," heads up. Start searching quickly. You've got a couple of seconds before it blasts you.

Fire When Ready, Grisly

Battlecorps is built on the next generation of the engine that Core Design used for the hit game *AH-3 Thunderstrike*. As a result, you get plenty of wild scaling and rotation as you hunt down Biomechs in your Walker. As you move, you rotate to look and shoot at targets, totally independent of the direction in which you're heading. Lucky for you, quite a few things give you an edge. Voice-over commentary from your commander helps you get through the tough spots, and you've got lots of different weapons to blaze Biomechs with. You'll cheer when you find that you've got midmission save points, continues, and adjustable difficulty levels — 'cuz you're gonna need 'em.



If this place seems dark and forebidding, it's for good reason. The Biomechs want your butt, and they're hiding behind most of the rock walls.

HOT HINTS

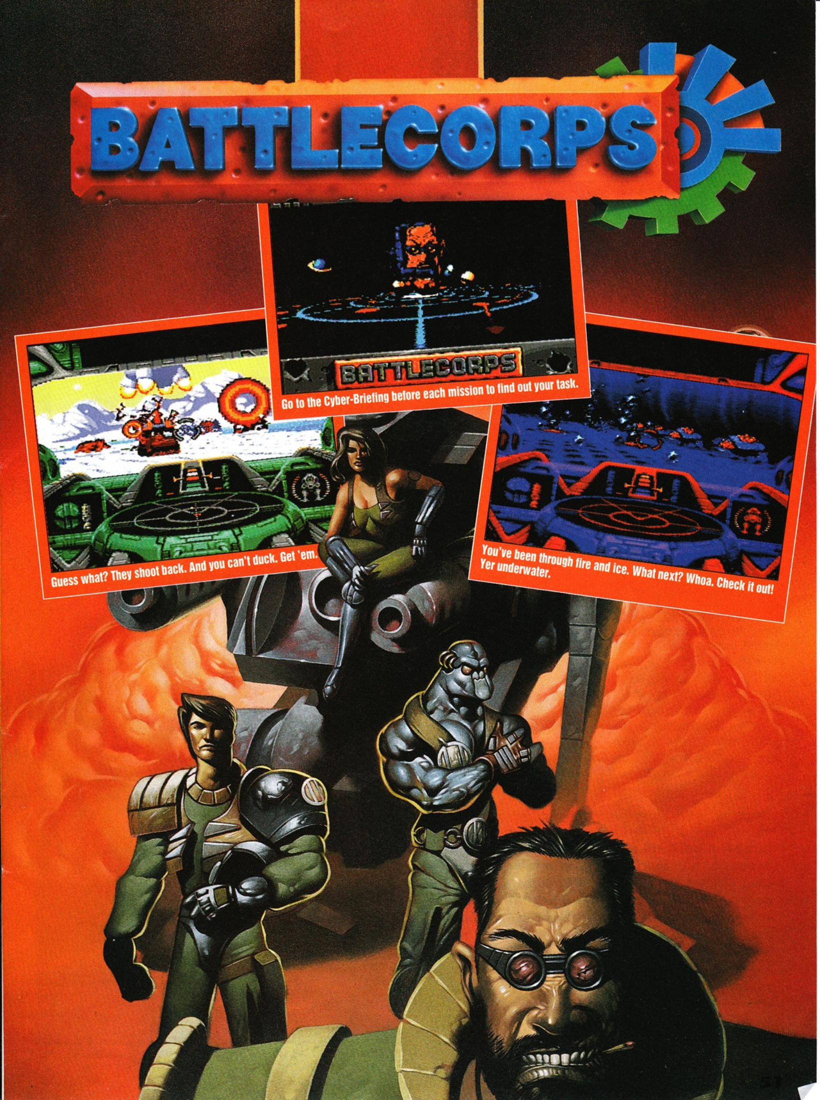
- ✓ Listen to the spoken instructions throughout the game.
- ✓ If you see a flash, stop and pivot. You've been hit.
- ✓ Learn how each weapon targets and fires.
- ✓ Each of your different Walker Jocks has an edge in a particular area – like more speed or better armor. Choose them carefully.
- ✓ Your armor can take some heat. Some is the key.

OVERVIEW

For those of you who want to see the true power of the Sega CD unleashed on a killer tactical shoot-'em-up game with spectacular 3-D modeling, good news. Want great CD scaling, rotation, and lots of speech? Check out the state of the art in Action titles with *Battlecorps* from Core Design. This one-player game puts you at the controls of a Bipedal Attack Machine (Walker) in a battle across six worlds. With a screaming metal soundtrack and fantastic between-mission cinematics, this game pits you against a deadly corporation in 30 separate missions. Pound the ground and blast bad-guy butts. Why? 'Cuz it's fun!

PUBLISHER: **Core Design** PLAYERS: **1**
CONTROLLER: **3-Button**





Go to the Cyber-Briefing before each mission to find out your task.

Guess what? They shoot back. And you can't duck. Get 'em.

You've been through fire and ice. What next? Whoa. Check it out! Yer underwater.





Completely Out of This World

A Heart Act To Follow!

The Warden Must Die

In the first game, Lester, our hero, is sucked into an alien world as the result of a nuclear accelerator accident and imprisoned in a place where past and future meet. Here primitive humanoids man high-tech electric torture chambers. Your mission is to get Lester out by



You need to dodge the bat birds to get the whip. You need the whip to finish the game.

puzzling and fighting your way through this strange dungeon. Our hero is befriended and helped in his fight by a local denizen named Buddy. In part 2, Buddy has a flashback of what happened to his village during Lester's arrival, and



The whip does a lot more than give electric punishment. You need it to get around. Pretty handy tool, huh?

you play through the same time period as in part 1 but from Buddy's perspective. In short, you fight your way through to a final battle with the prison's Warden twice with a different path and character each time.



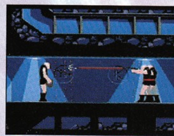
In the room with two guards and four doors to the left, run in, make a shield, blast the first door with the powered-up shot, make a shield, and so on.

Near Movie-Quality Feel and Sound

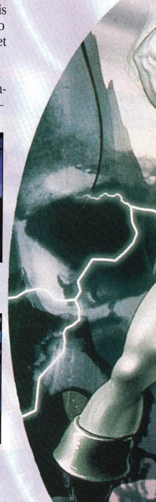
Each of the two titles has sweeping cinematic intros, spectacular death sequences, and incredibly lifelike rotoscoped character movement. You make your way through each room by puzzling out methods of escaping death traps made up of electric weapons, gas, plasma bolts, vicious beasts, dripping acid, and humanoids whose only purpose is to destroy you. Great digital stereo sound effects, voice, and music set the scene, and a password save keeps you from losing your mind by letting you restart near each untimely end. This is not just play—it's a game experience.

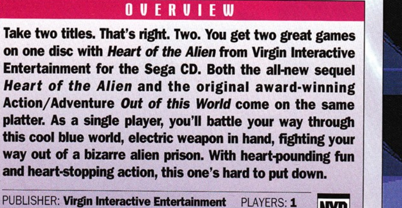


Blast the generator quickly, and the beam below you goes out. Watch for the gas below.



You're almost to Lester. Make three shields and fire at the guards.





OVERVIEW

Take two titles. That's right. Two. You get two great games on one disc with *Heart of the Alien* from Virgin Interactive Entertainment for the Sega CD. Both the all-new sequel *Heart of the Alien* and the original award-winning Action/Adventure *Out of this World* come on the same platter. As a single player, you'll battle your way through this cool blue world, electric weapon in hand, fighting your way out of a bizarre alien prison. With heart-pounding fun and heart-stopping action, this one's hard to put down.

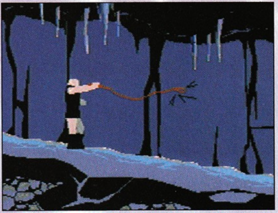
PUBLISHER: **Virgin Interactive Entertainment** PLAYERS: **1**
CONTROLLER: **3-Button**



Hey Buddy! Boogie boy. Run your alien butt to the left, and quickly.

OF THE
IEN™

WORLD PART II



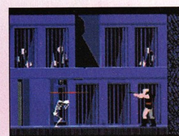
It's a whip. It's a gun. Er. It's both? The name of the weapon is…a Shooting Whip.

I Hate It When This Happens...

Death. The Big D. Just when you think things are going great guns, something happens to toast your taters. Think you can escape the Grim Reaper in *Heart of the Alien?* Not a chance, bubba. Here are just a few of the ways you can go from death-defying alien to...decaying alien.


Nice kitty?

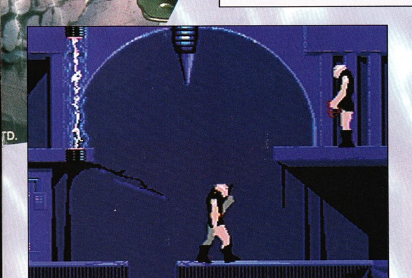

Some plants have a terminal case of gas. Terminal for you, that is.

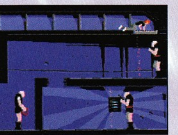

Boo! I'm a skeleton.


Help! I've fallen and can't get up!


I'm mellllting! I'm mellllting!


Buddy who? Call me Spike.


This one's fun. Wait till the guard passes under you, pivots, and walks one step away…then use your whip on the thing overhead. Buddy swings and hits the stooge, who fires his gun at the energy field as he falls. You land safe on the ledge.


Hey! There's Lester. Jump up, make a shield, move forward, and make a shield. Whip the plate from under Lester, and it falls on the goon's noggin. Move back to the teleport plate and hit Down. Make a shield immediately (if not sooner), and Lester'll deal with the guard.

HOT HINTS

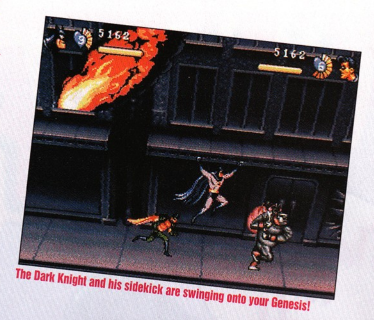
- ✔ Write down those passwords – you'll need them.
- ✔ Make as few shields as you can on the way through. Your Shield Generator has limited energy, and it can be a while between recharges.
- ✔ If you are dying in a particular room, try different things or just change your timing. You'll get it.
- ✔ Don't kill any guards you don't have to. There are a fair number of times that you can get around fighting them.
- ✔ If you are unsure about what an object is, jump over it (or you could just get killed to see the great death sequence).

TD.


You Guys Finally Made It To Sega. What Do You Say?
It's about time... so chill!
Sounds like a sweet deal!
Sounds great! ...How 'bout a hug?
SLURP!
The mayhem continues as this carnival-gone -bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to -head action fighting game.
Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.
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ClayFighter™
Thank you very much!
No crybabies allowed!
Staggering graphics, amazing digitized sound and voices, and mind- boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.
So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.
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LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.
NYR
Not Yet Rated

The Adventures of Batman™ & Robin™



The Dark Knight and his sidekick are swinging onto your Genesis!

The Iceman Cometh

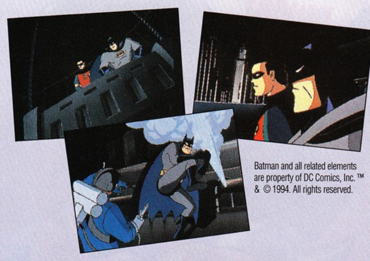
Gotham City's got gigantic grief, and **Mr. Freeze** is the cause. He's collected some of the worst villains the city has ever seen, and he's about to complete his super-powered ice cannon. Keep him from turning the town into a wicked winter wonderland by taking on henchmen like **The Joker, Scarecrow, The Mad Hatter,** and **Two-Face** on the way to your final battle with Mr. Freeze. Look to *Sega Visions* for more on our mighty crime fighters real soon.

OVERVIEW

Fans of the *Caped Crusader* are in for animated excitement from Sega this fall in *The Adventures of Batman & Robin* from Sega. The *Dynamic Duo* look like they walked right out of the hit animated TV series, and they should, 'cuz the art is done by Warner Bros. Animation *Batman* Animation artists. This one- or two-player simultaneous Action title puts *Batman* and the boy wonder *Robin* together again.

PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**





Mighty Morphin' Power Rangers



The awesome Dragonzord goes toe to toe with evil Goldar.

It's Morphin' Time

Sega's *Mighty Morphin' Power Rangers* pits the fearsome fivesome against the evil Rita Repulsa in an all-out martial arts battle against her immense army of subspace lowlifes. One or two players will be able to battle enemies or each other in a variety of combat or cooperative modes. Stay tuned to your TV for the "Mighty Morphin' Power Rangers" show. And stay tuned to *Sega Visions* for more on the action-packed *Mighty Morphin' Power Rangers* game.

OVERVIEW

America's hippest teen superheroes are morphin' their way to your Genesis. The *Mighty Morphin' Power Rangers* are starring in their first American Genesis adventure. If you watch Saturday morning TV, then you know these cool kids with the ability to morph into five colorful, martial arts powerhouses with slick, high-tech dinosaur vehicles. Triceratops. Mastodon. Sabertooth Tiger. Pterodactyl. Tyrannosaurus Rex. By day, they're your normal high school teens. But when danger calls, they become ultracool. Ultrapowerful. They become Mighty Morphin' Power Rangers with the ability to combine into the awesome Megazord.

PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**




PAINT THE TOWN RED!!
MARVEL COMICS
SPIDER-MAN® VENOM™
MAXIMUM CARNAGE™
SEPTEMBER 16
GENESIS™
LIMITED EDITION RED CARTRIDGE while supplies last
OFFICIAL SEGA™ SEAL OF QUALITY
This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.
NYR Not Yet Rated
GREEN JELLY
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Astounding Animated Action A-Head

Head-Hunting Gets a Whole New Meaning

So what makes Headdy dynamite (other than addictive gaming)? His headwear. Or rather, the way he wears his head — just loose enough to use as an attack device. This is a multiuse cranium. It grabs onto things so Headdy can sling-shot his body past obstacles. It does a mean head-butt. It ramrods through things. And that's just his good old ordinary head. Pick up other heads in your travels and you can work wonders. Headdy moves like the wind, jumps farther, and throws twice as far with his Super Head. Use the Vacuum Head to inhale every enemy and item onscreen. Use the War Head to blast everything and everyone. There are heads for every purpose. All you have to do is hunt for them.

Meet Your Foes Head-On

Dynamite Headdy has some of the hottest, most colorful graphics we've seen on the Genesis. It was done by the same wildly warped crew responsible for *Gunstar Heroes* and has even more vivid impact and punch. The foes are plentiful and varied — some are massive (nearly screen-size), while others are small and fast moving. Each of the stage names is a clever pun on a major movie title. Add an amazing number of tunes and sounds (many of them clear and funny digitized voice), and you get a well-rounded play experience. Enjoy this early look, and we'll give you hints, tips, and a wider view of the game in a future issue.

OVERVIEW

It is time. Time for another great character. Time for tons of new and different exciting game play. Time for astonishing colors and scads of wild sounds. Time for *Dynamite Headdy*. Sega's new one-player Genesis cart tosses you headlong into a new type of gaming frenzy. Headdy's head doesn't fit the situation? Fine. Get another. Heads for every occasion: Vacuum Heads, Clear Heads, Pin Heads, Flying Heads, and many, many more. Want varied heads-up game play? You've got it in spades. Game play galore. Bonus rounds. Massive bosses. The works. There's only one thing to remember before you leap in head first...you'll need to use your head to get through this one!

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**

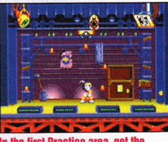
Rated by V.R.C. GA Appropriate for all audiences General Audiences

Knock off the soldier on the tower in Toys N the Hood before crushing, and you get a bonus point.


In the Down Under stage, you'll fight while trying to keep Headdy on moving platforms.

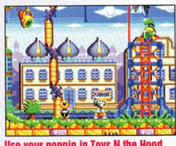
Blast the wind-up robot to get bonus points in Scene 1.


Use the Ticker Head against the snake when his head is within reach. While he's frozen, wail.


In the first Practice area, get the Multi-shot or Vacuum Head to take out the toy soldiers.



In the second practice area, climb, baby, climb.


Use your noggin in Toys N the Hood.


The third practice area is high-speed target practice fun.


The Vacuum Head inhales everything in sight.

In the Mad Dog and Headdy scene, you'll go head to head (well, actually Headdy to tail) against a massive boss.



Collect the B to play this wild basketball bonus round.

Sneak Peek

GENESIS

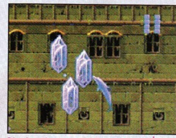
The Return Of the King Of the Sea

Just When You Thought It Was Safe To Go Back In the Water...

Ecco returns from the Vortex system a transformed dolphin, able to live beneath the sea without coming up for air. But evil has followed him from the planet Vortex. The Vortex Queen has destroyed the magical Asterite. If it grows strong, the Vortex will strip the Earth seas of all life. To recover the globes of the Asterite and restore tranquillity to the seas, Ecco must travel across distance and time, battling undersea enemies, racing through teleport rings, and singing to friends from the past and future.

Ecco: The Tides of Time has tons of surprises for Ecco fans both old and new. The intrepid dolphin can now travel through the air with singers of the future, in tubes of water, and in the form of a seagull. And he can morph into other sea creatures as well. Each of the 40-plus levels are bigger and more fun than ever, and they're filled with puzzles, treacherous twists and turns, old and new friends, and many new enemies.

Ecco's mission to restore the Asterite will take you far into the future ...and into new, uncharted universes of gaming fun and challenge. This time, the Vortex Queen knows you're coming. This time she is prepared. And if she defeats you, the Queen will be ready to feed. Stay tuned to *Sega Visions* for an upcoming special strategy section on *Ecco: The Tides of Time*.



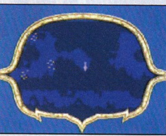
Glyphs, those remarkable crystals from the past, exist all over the game. Some act as gateways. Others contain songs to aid you in your quest.



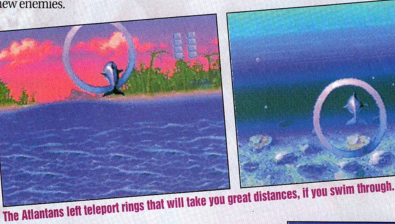
Enemies you might associate with cold, deep water have found new homes. But they're still enemies.



Veteran Ecco fans will recognize this Vortex enemy. It appears much sooner than you'd think.



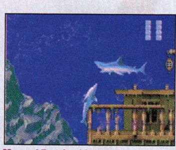
Ecco's new sonar shows more of the surrounding area than ever before.



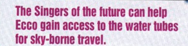
The Atlantans left teleport rings that will take you great distances, if you swim through.



At times you'll come face to face with yourself. You can't pass until you've learned whatever you have to say. Who said time travel wasn't confusing?



Many of Ecco's old enemies are still around. But Ecco is fast enough to take the bite out of any shark.



The Singers of the future can help Ecco gain access to the water tubes for sky-borne travel.

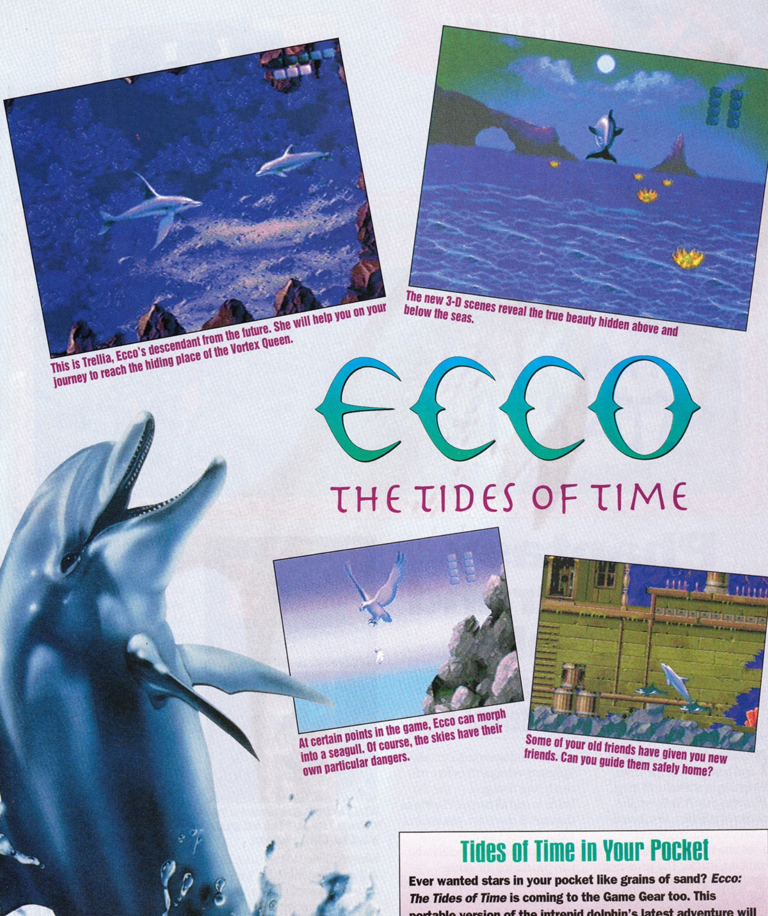


Two years ago Sega rocked the video game world with the release of *Ecco the Dolphin*, the first video game to give players the experience of exploring the undersea world as a bottlenose dolphin. Ecco's quest to defeat the Vortex was big, bold, and out of this world. Now his adventures continue with a game that's even bigger. Even better. It's loaded with the features that made *Ecco* so much fun, plus new 3-D scenes, time travel, new suspended water tubes, and the ability to morph into different animals. The difficulty is also better balanced than in the original. With more than 40 levels and a password save, this is an undersea adventure you'll never forget.

PUBLISHER: **Sega** PLAYERS: **1**

CONTROLLER: **3-Button**





This is Trellia, Ecco's descendant from the future. She will help you on your journey to reach the hiding place of the Vortex Queen.

The new 3-D scenes reveal the true beauty hidden above and below the seas.

At certain points in the game, Ecco can morph into a seagull. Of course, the skies have their own particular dangers.

Some of your old friends have given you new friends. Can you guide them safely home?

Tides of Time in Your Pocket

Ever wanted stars in your pocket like grains of sand? *Ecco: The Tides of Time* is coming to the Game Gear too. This portable version of the intrepid dolphin's latest adventure will have you traveling through time in more dangerous waters than before. *Ecco: The Tides of Time* will feature 17 levels of incredible underwater adventure. Morph into other sea creatures as you try to stop the Vortex Queen from destroying your beautiful world.

Not everyone you meet has a heart of gold.

PHANTASY STAR IV
THE END OF THE MILLENNIUM

Phantasy Star's Grand Phinale

The Final Game in Sega's Most Exciting RPG Series!

Phantasy Star IV is the biggest and best game in the series. Weighing in at a hefty 24 megs, *Phantasy Star IV* delivers phenomenal graphics, storyboard-style cinematic sequences, awesome sound, and the ability to combine attacks. The adventure

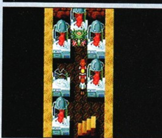


The cave? The cave? You can't get there from here!

is broad and sweeping, containing many side quests before you reach your final goal — and the battle to end all battles! Playing as the central character, you control the actions of four magic- and nonmagic-using characters who join you during the game.

Phantasy Star IV takes you into the future 1,000 years after *Phantasy Star II,* when the space prison Gaira destroyed the planet Palma and sent the Algol Star System back into the metal age. Motavia has become an arid desert planet and Dezoris a blizzard planet, covered by drifts of snow and ice. And the followers of the Dark Force





What's hiding in the basement of the Motavian Academy? Your first quest is to find out. Call it a bug hunt.

have continued to keep a foothold in the star system, led by a mysterious dark wizard named Jio.

With the full wrath of the Dark Force, Jio has unleashed hordes of bio monsters across Motavia. These creatures have spread like a plague across the face of the planet, finding strongholds in every shadow, dungeon, and tower, infesting villages large and small. With the increase in monsters has came a new profession: monster hunter. This is where you enter the game. You are a novice monster hunter. You have been summoned with your instructor to the Motavian Academy to destroy the monsters growing in the basement. What you learn there will begin a journey that will take you to the stars...and beyond.



Each town is filled with buildings, shops, and NPCs.



Character look, feel, and interface will be familiar to all Phantasy Star fans.

Adventurers Across Time

The world of Phantasy Star has evolved greatly since the Dark Force first brought evil to the Algol Star System. You can see the changes in the cast of adventurers.

The Original Phantasy Star Cast

Alis



Myau



Odin



Noah



The New Adventurers

Josh

Elena



Ali



Gryz







Character interaction leaps beyond the static screen with comic-book-style panels that deliver the power and excitement of each moment.



Traces of the Dark Force can be found almost everywhere you look.



The Land Rover has always been excellent ground transportation.



Combat by Land Rover allows you to toast and roast enemies.





Magical attacks are full of sharp, explosive graphics.



Phantasy Star IV excels in giving you the ability to combine attacks.

OVERVIEW

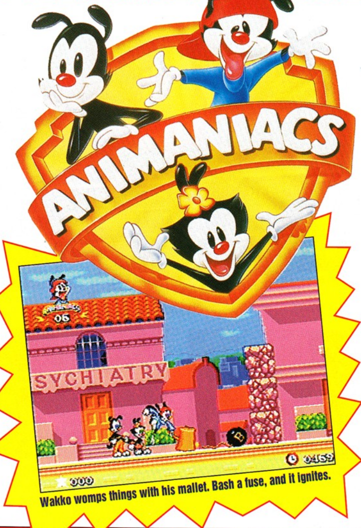
Five years ago Sega made role-playing history with the release of *Phantasy Star*, the first RPG with 3-D, first-person perspectives and combat. The adventures of Alis and friends to defeat Lassic and restore peace to the Algol Star System led to *Phantasy Star II* and *Phantasy Star III* on the Genesis, two titles that have set the standard by which all RPGs are judged. Now Sega is bringing the *Phantasy Star* saga full circle. Past is about to meet present in the last chapter of this epic series. Prepare yourselves for an adventure like no other. Prepare for *Phantasy Star IV, the End of the Millennium*.

PUBLISHER: **Sega** PLAYERS: **1**

CONTROLLER: **3-Button**

NYR Not Yet Rated

Calling All Animaniacs!



Wakko womps things with his mallet. Bash a fuse, and it ignites.

OVERVIEW

Yakko, Wakko, and Dot are hot, hot, hot! The stars of the No. 1 syndicated cartoon show are soon to shine in their very own Genesis game, appropriately called *Animaniacs*. This Konami one-player title has you controlling all three of the characters at the same time (one leads and the others follow). Each character has a different talent, so you'll be switching regularly to puzzle your way through this Action/Strategy cart. The three are funny, sarcastic, and nutty, just like on the cartoon. They'll have you groaning and laughing as you try to collect props off weird and wonderful movie sets.

PUBLISHER: **Konami** PLAYERS: **1**
CONTROLLER: **3-Button**

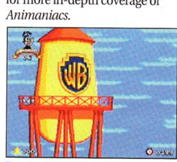


The Wild Warner Brothers (and Sister)

The Animaniacs are at home in the Warner Bros. Studio in Southern California, when one of them gets the idea that they can meet celebrities by opening a hip pop-culture shop. To fill the shop, they have to collect famous props from big movies. So out they go into the wilds of the Studio sets in search of items.

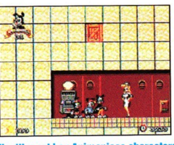
Each of the characters has a particular talent that helps you past various tricks and traps. Yakko attacks with his Paddle Ball and pushes or pulls things, Wakko bashes obstacles with his Mallet, and Dot charms creatures by blowing a Kiss. After an early practice round, you puzzle your way through six sets, like Jungle, Space, Western, and Horror (each chock-full of movie parodies). After each level, you receive a password for your efforts.

Stay tuned to *Sega Visions* for more in-depth coverage of *Animaniacs.*

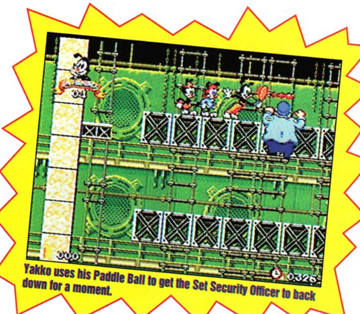

The most recognizable landmark at Warner Bros. Studios is the Water Tower. This is where your wacky adventures start.

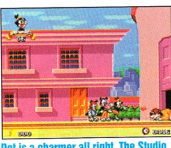

During the practice round, you take all the characters through their paces. Here Yakko pushes a crate to get over an obstacle.


Leap into the cannon for a bang of a ride.

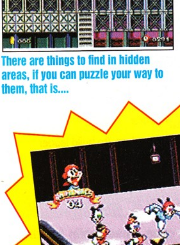

You'll meet key Animaniacs characters like The Nurse and Dr. Scratchansniff. Hellllooo Nurse!!!


At the end of the Jungle set, use Wakko's Mallet to launch spiked balls at the guard and avoid his attacks.


Yakko uses his Paddle Ball to get the Set Security Officer to back down for a moment.


Dot is a charmer all right. The Studio gates are guarded? No prob. Blow a really charming kiss.


In the Jungle set, you have to find Dirk Rugged's hat.


There are things to find in hidden areas, if you can puzzle your way to them, that is....



Play Bonus Rounds like Animaniacs Roulette, in which you try to increase your spectacular stash of stars by spinning the wheel.


Use Wakko's Mallet to raise and lower tracks as you ride the Mining Car.

Sneak Peek

GENESIS

Boogerman
A Pick and Flick Adventure

What's Green And Gross And Gobbed All Over?



Learn the Loogie Lexicon

Let's focus on the things that you can get Boogerman to do (don't blame us — this stuff is really part of the game). Button A causes Mr. Fun 'n Flemlike to flick Boogers. After you collect a Milk Carton, you crouch and hit Button A to spit Loogies. While standing, Button C causes B-man to Burp.



You can jump on your enemies, flick boogers on them, hock a Loogie, Burp, or (forgive us) Fart them away.

When crouched, Button C makes him (excuse us) Fart. Hold Button C down long enough for Powered Up versions of the Burp and (again, sorry) Fart. Collect the Chili Pepper and you get Blazing Burps and (apologies) Fiery Farts. Once you have the Chili Pepper and enough Gas, you can also fly.



Here we have Boogerman doing what he does best. Use your Boogers wisely — you have limited Mucus.

Jump and hold Button C in the air, and the flames jet out his (ahem) butt. Restart positions are snot-encrusted outhouses, and B-man uses his (we'll be nice) natural gas to open blocked passages.



The Powered Up Burp blasts all enemies in its path. What a belch!



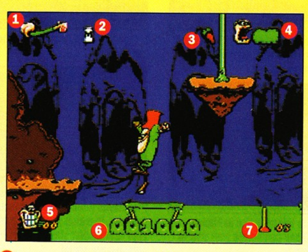
The Powered Up (really apologetic, last one) Fart clears the area nicely.

WARNING

Boogerman is disgusting. Really. While some of you may love this sort of gross humor and adventure, we realize others might find it offensive. It contains gratuitous flatulence, rampant expectoration, and more than a little lowbrow humor. For those who are disturbed by these subjects, we suggest that you skip over this page and move on to sunnier climes. Those base individuals that enjoy this stuff ought to be ashamed but probably won't be.

YOU'VE BEEN WARNED!!!

Flick Training



1. **Mucus Meter**
2. **Milk** (for Loogies)
3. **Chili Pepper** (for Fiery Burps and – pardon – Farts)
4. **Gas Meter**
5. **Remaining Boogermen**
6. **Score**
7. **Plungers** (to build ladder to Bonus Rounds)

OVERVIEW

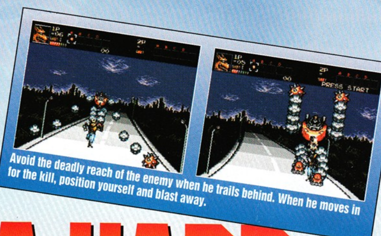
Digital digging, farming for fat ones, nose-goblin hunting, and nostril mining all have one thing in common. You can now do them on your Genesis. *Boogerman: A Pick and Flick Adventure* from Interplay puts a new spin on nasal mucus warfare. This impolite one-player Adventure cart has *rude* written all over it. As the newest in bodily-function heroes, Boogerman takes jaded gamers to disgusting new depths. This one is gross, seriously gross.

PUBLISHER: **Interplay** PLAYERS: **1**
CONTROLLER: **3-Button**




STREETS OF RAGE 3™
Go electro! Mr. X's minions meet their match in Dr. Zan's electrifying Robotic Reach!
Lift-off! Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!
Axel and Blaze are back and getting their kicks with all new Martial Arts Moves!
GENESIS
SEGA
HIT'EM LIKE A TON O'BRICKS!
AND TAKE BACK THE STREETS WITH SEGA GENESIS™
It's an all-out turf war featuring MORE weapons, MORE moves and MORE outRAGEous action than ever before. Mr. X has hatched the ultimate evil plot–but what he didn't count on was a bone-crunching counterattack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan...and a surprise helper! It's 24-megabits full of jump kicks, power-slams and spin punches set to thrashing digital sound and plasma-pumping music!
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This Game Has Nothing to Do With Ollie North



Avoid the deadly reach of the enemy when he trails behind. When he moves in for the kill, position yourself and blast away.

CONTRA-HARD CORPS





This enemy takes bunches of different forms. Blast 'em baby!

A Hot Time In the City

An evil crime syndicate schemes to take control of the city during post–alien-war confusion. They've already seized control of the city's defense system and activated a horde of mechanized and genetically altered soldiers. Your mission is to reclaim the city and uncover the conspiracy at the core of the terror. At your command are the forces of the Contra Unit a select group of government soldiers equipped to handle anything.



Target the jewel eye to knock out the mechanical cyclops.

Contra-Hard Corps delivers solid run 'n gun action. Choose from four warriors: Ray, the hard-hitting team leader; Sheena, lethal guerrilla tactics expert; Fang, the genetically engineered wolf man; or Brownie, the robotic superspy.

This cart has a nonlinear story line with multiple paths that lead to different endings. You can replay a number of times, each with a variety of results. You get lots of high-powered weapons to choose from. Try the needle laser, homing gun, crush gun, or mine setter, and you'll really be playing with power.

Weapon power-ups provide different attack capabilities to the various warrior characters.

Fight this enemy while hanging from the wall, and don't let him escape. If he scrolls you offscreen, you'll pay a heavy price.

OVERVIEW

Gamers who like their action fast, furious, and fraught with firepower, look no further. The popular *Contra* series lands on the Genesis in *Contra-Hard Corps*, the new 16-meg Action/Shooter from Konami. Packed with loads of extreme enemies, an assortment of awesome weapons, and 11 challenging levels (including a number of special 3-D stages), this one- or two-player bullet-blasting extravaganza is truly a gamer's delight. Teach your enemies to dance — the hard way.

PUBLISHER: **Konami America** PLAYERS: **1 or 2**

CONTROLLER: **3-Button**




WORLD CHAMPIONSHIP
SOCCER™ II
No bruised shins. No lame refs.
No butter-fingered keepers.
Otherwise, the real thing.
You now control the fate of 32 teams from 32 countries. Who will be world champion?
You have 8 professional offensive and defensive formations to choose from. Your opponent doesn't have a chance.
Instant replay confirms it. The Brazilian forward just fired the game winning goal.
SEGA SPORTS
MULTI-PLAYER TEAM PLAYER ADAPTOR
SEGA SEAL OF QUALITY
GENESIS
SEGA
WORLD CHAMPIONSHIP SOCCER II
GA
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Sick Simpson's Spin-Off Spins Out Furball Fun

Itchy and Scratchy Tear Up Your Genesis

OVERVIEW

You think Bart Simpson has a temper? Wait till you see *Itchy and Scratchy* from Acclaim Entertainment. You've watched these two natural enemies rip each other to shreds on TV (and you know that's not an understatement). And soon the stars of Bart and Lisa's favorite show will unleash their cartoon mayhem on their very own Genesis Action game. If you prefer sharp-edged comedy and over-the-top cartoon violence to saccharine cartoons, this is the game for you.

PUBLISHER: **Acclaim Entertainment** PLAYERS: **1**
CONTROLLER: **3-Button**



Fifty Ways to Leave Your Liver

You'll play as Itchy, trying to sniff out cheese and other power-ups. Oh yeah, and you're also out to clobber your feline nemesis before he makes a meal out of you. The two of you fight it out with dynamite, pickaxes, chainsaws, and a variety of large, blunt objects. With 40 different weapons and 40 graphic fatalities, *Itchy and Scratchy* takes cartoon violence to outrageous heights. Squish, dismember, blow up, electrocute, and slash your way through seven no-holds-barred levels, including a Wild West showdown, a high-voltage construction site, a haunted mansion, and an underwater struggle. Sick enough for you? Stay tuned to *Sega Visions* for future coverage of this deranged duo.




Scratchy's not the only guy with an ax to grind in this haunted house.

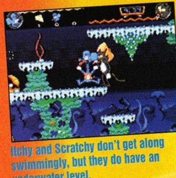


Scratchy lobs cannonballs at you from his personalized pirate ship.





Has Scratchy built a better mousetrap?



Itchy and Scratchy don't get along swimmingly, but they do have an underwater level.



Yee-haw! Flatten that feline in the Wild West level!



Itchy likes making tomahawk sandwiches, with you as the bread.


a higher level of gaming.
6 button arcade stick
Cut the Cord
remote arcade system
6 button arcade pad
Remember, if it's not SEGA, you lose.
Look for These
SEGA
6 Button Controllers
Sega, Genesis, 6 Button Arcade Pad, 6 Button Arcade Stick and Remote Arcade System are trademarks of SEGA. © 1994 SEGA. All rights reserved.

Sneak Peek

GENESIS


It'll take some sharp shooting to take out this mutated spider.


Jordan never had to jump like this on the court.

Jordan Shoots Against Off-Court Menace

Michael Jordan In Chaos in the Windy City

Elimination Rounds

The trouble begins when Jordan shows up for a Chicago charity game — alone. A basketball crashes through the ceiling, and there's a ransom note attached. It leads Jordan on a wild chase throughout Cranium's hide-outs in the Windy City, from his factory to his cells, his sinister lab, and the showdown on the river. Jordan's gotta hop the city's el trains to get from location to location — they're side-scrolling levels in themselves.

All Jordan's signature moves come into play. Dunks, back shots, flips, and twists are all part of the action. He'll sink baskets in every imaginable way to acquire power-up b-balls that seek, flame, or freeze his oversized foes. Where does he get the energy?

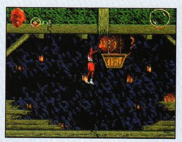

Cranium's lab is filled with all sorts of unfortunate specimens.

Sport drinks and breakfast cereal, of course.

Puzzle solving is also on the agenda. When Jordan finds keys, he can rescue hostages who'll give him clues. And then there's the pressure of a ticking stopwatch — Jordan doesn't have forever to unravel Cranium's twisted plans. Sheesh. Who ever thought retirement would be such a challenge?


Laser-blasting surveillance eyeballs weren't Jordan's usual opponents a couple of years back.


You'll slam and jam enemies all over the Windy City.


Win power-ups for dunks like this one.



OVERVIEW

Michael Jordan has been keeping mighty busy since hanging up his Chicago Bulls jersey. First he took on baseball's minor leagues. And soon he'll be up against a psychotic scientist in *Michael Jordan in Chaos in the Windy City* from Electronic Arts. This combination Action/Sports title pits Chicago's hero against the mechanized forces of Dr. Max Cranium, who's abducted all the other great basketball players of the world. Armed with only his basketball, Jordan will try to slam, jam, and outshoot the forces of evil. Can he make the world safe for athletes everywhere? He may have left the Bulls, but he still knows a thing or two about basketball.

PUBLISHER: **Electronic Arts** PLAYERS: **1**

CONTROLLER: **3-Button**

NYR Not Yet Rated

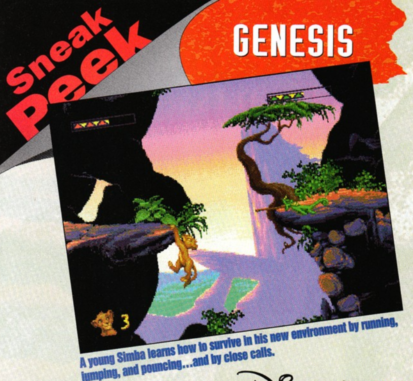


neglecting certain body parts?
TEAM PLAYER™ SIXTEEN THUMBS COMPETING. HOW? EIGHT PEOPLE. TWO TEAM PLAYERS. ONE SPORTS GAME.
[they will improve your game.]
MEGA MOUSE™ CLUTCH AND ROLL. MAKES ROLE PLAYING GAMES FASTER. EASIER. REALLY.
ACTIVATOR™ LEGS, ARMS, WHATEVER. USE THEM WITH THIS TO MAKE ANY GAME BETTER. (ESPECIALLY FIGHTING GAMES.)
SEGA™
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Sneak Peek

GENESIS

Sega Visions Sneak Feature!



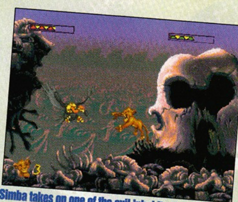
A young Simba learns how to survive in his new environment by running, jumping, and pouncing...and by close calls.

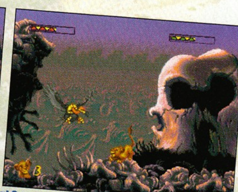


Full grown, Simba now has the power and skill to return to the pride lands and reclaim his birthright in an all-out battle with Scar.

Disney's THE LION KING

The Cub Who Would Be King







Simba takes on one of the evil inhabitants of the Elephant Graveyard. The pounce of young Simba has evolved to the ability to make bigger pounces and paw swipes.

Based on the stellar hit animated feature film, *Disney's The Lion King* on Genesis is the story of Simba, a lion cub who must venture into the immense, awesome landscape of the African plains and earn his birthright as King of the Lions by defeating his evil uncle, the lion Scar. The game's characters and backgrounds were designed using the same Digicel techniques that *Disney's Aladdin* made so famous. The result is the most realistic re-creation of a four-legged animal to be seen on a video game system, placed in a world that will appear to be taken directly from the movie. In addition to side-scrolling levels, players are in for some remarkable first-person surprises. The game will feature music from the movie score as well as roars that will raise the hair on anyone's neck!

Disney's The Lion King will feature ten levels; six taking you from life as a cub, and four to the final confrontation against Scar as an adult. Good players will find bonus levels featuring Pumbaa the warthog and Timon the meerkat, two of the lovable characters from the animated film. By breaking the game into two distinct sections, Virgin Interactive and Westwood Studios have created a game that starts out as a platform Action/Adventure title and graduates to a sophisticated combat-oriented Adventure title as you prepare for the battle with Scar. Special moves like the slash attack and the roll attack are earned as you become more experienced and "grow up." Check out upcoming issues of *Sega Visions* for extended coverage of *Disney's The Lion King*.

OVERVIEW

This fall, Disney and Virgin Interactive Entertainment are bringing you to a new world of adventure. It all began with the delights of the Far East in *Disney's Aladdin*, the first video game to combine the magic of Disney animation and high-tech, video game wizardry. Then followed *Disney's The Jungle Book*, placing you in the jungles of India. Now venture to the African veldt in *Disney's The Lion King*. *Sega Visions* has been following *Disney's The Lion King* ever since we saw it in preliminary sketch form last year. We've been expecting great things. And what we're showing here will have you growling for more!

PUBLISHER: **Virgin Interactive Entertainment** PLAYERS: **1**
CONTROLLER: **3-Button**



they've got claws they've got venom they've got teeth you've got BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

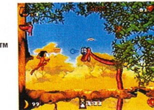
Available for all your favorite game systems.







TM

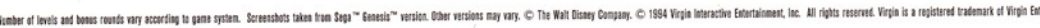












Sneak Peek



The Rocket Knight lives to fight another day!

Sparkster Fires Up Your Genesis



You fight the first boss by bouncing on trampolines and doing your rocket move at him when you hit the right height.

SPARKSTER

Possum Propulsion Power

Sparkster lands feet first in his new Action/Adventure a little older, a little wiser, and with the knowledge that freeing his world from evil is going to be tougher (and more fun for us) than he thought. He's not just older — this powerful possum is better. Bringing lots of sensational new stages, seriously challenging traps, and secrets embedded in the game, this Rocket Knight is going to have you glued to your controller. You get more control of his rocket moves, a wild and colorful new spin move, and lots more items to collect along the way.

OVERVIEW

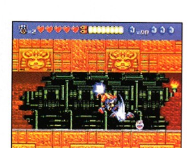
America's favorite jet-packed hero returns in *Sparkster* for the Genesis from Konami. This one- or two-player thumb-burner of a title features the wily opossum from *Rocket Knight Adventures* with new moves, more power, and lots more attitude. Whether he's battling baddies while hanging from his tail, blasting like a rocket into the sky, or skewering his opponents with his blazing blue sword, this guy is a marsupial to be reckoned with.

PUBLISHER: **Konami** PLAYERS: **1 or 2 (turn taking)**

CONTROLLER: **3-Button**

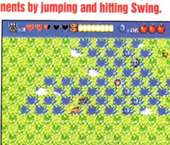


Collect the little Knight head for a 1-Up.



Use your sword against flying opponents by jumping and hitting Swing.

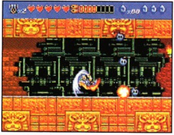
When you are sliding down a rope by your tail, remember that enemies often are riding the same line.



Search for hidden rooms with goodies, like this space in the trees.



Check out Sparkster's wild new Rocket Blast.



The opossum's colorful new spin move clears bad guys outta your way.

Rockin' & Sockin' With the Stones



Chester swings a mean set of nunchakus.

STONE PROTECTORS

Euphonious!

The Stone Protectors start out as just another band of gangly, tone-deaf wannabes. The crowds even throw stuff at them. All that changes when a weird and wild collision fuses the guys with five gemstones from a distant planet. Suddenly the band members have muscles! Suddenly their hair looks OK! Suddenly they can play! Suddenly they're *euphonious!* (These guys have a word for everything.)



High kicks are among the tricks of the trade at your disposal.

But the Stone Protectors' earthly triumph is short-lived. In a matter of minutes, they're whisked off to the planet Mythrandir, where the sick tyrant Zok holds sway. He'll stop at nothing to find a sixth magic gemstone, and only the Stone Protectors can free this futuristic world from his clutches and stop him from expanding his twisted empire. The gang will have to duke it out through seven levels of side-scrolling action to quash their foe, through a crystal mine and a rock causeway all the way up to Zok's throne room.



See ya, greenie!



This tower of strength can dash boulders to the ground to pick up power-ups inside.

Egregious!

You'll play as any of the boys — Maxx, Angus, Chester, Cliff, or the lead crooner, Cornelius. Each rocker dude will pick up different power-ups — and each one is already pretty swift with his fists. These guys can wail on Zok's lizard soldiers bare-knuckled or with any of the weapons they pick up. And what an *egregious* assortment (to use the fellas' favorite word). Yeah, you've probably seen bazookas, whips, and even hockey sticks before, but when's the last time you fought with a toilet plunger or a telephone? Hey, we said the band was twisted.



Beach party! Two Sto Pros join forces in two-player mode.



Angus picks up some heavy artillery in the throne room.

Power-ups like this hockey stick escalate the mayhem.

OVERVIEW

They're a rock band. They're a rescue squad. They're *Stone Protectors,* and they'll be coming to your Genesis soon from Vic Tokai! This one- or two-player Fighting/Action title stars five incredibly buff musicians who pack more than the latest tunes. Lucky for them, 'cuz they're about to be whisked into a lethal battle with a whole army of extraterrestrial reptiles. And these twisted rockers are gonna wage war like nothing you've seen before.

PUBLISHER: **Vic Tokai** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**
NYR Not Yet Rated



PRESENTS



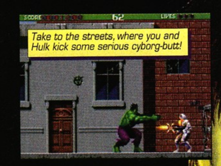
THE INCREDIBLE HULK™

HE'S BIG, HE'S MEAN, HE'S GREEN...

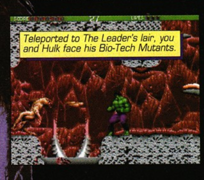
...AND YOU WOULD BE TOO IF YOU WERE BLASTED BY GAMMA RAYS THAT TURNED YOU INTO A HUGE, POWERFUL, GREEN CREATURE EVERY TIME YOU GOT A LITTLE TICKED-OFF. SO COME ON, GIVE HULK A HAND BATTLING CLASSIC MARVEL VILLIANS LIKE RHINO, TYRANNUS, ABSORBING MAN AND THE LEADER! HULK WILL PROVIDE THE BRAWN, YOU PROVIDE THE SKILL AND BRAINS FOR HOURS OF THE MOST HULKED-OUT ACTION YOU'LL EVER BE A PART OF.







COME ON... IF YOU THINK YOU'RE TOUGH ENOUGH!





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Combat That's in Your Face!



When things go red...you're dead, dead, dead.



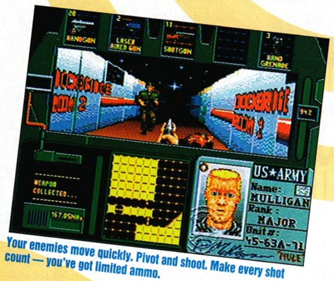
You need the fire extinguisher to get past blazes in the mazes.



Collect the night-vision goggles to get through darkened corridors.

ZERO TOLERANCE

The grenade is slow but can take out multiple enemies in a single bang.



Your enemies move quickly. Pivot and shoot. Make every shot count — you've got limited ammo.



Collect the shotgun for a wide-angle pellet pattern. It stops enemies dead in their tracks.



Your laser-targeted handgun gives you extreme accuracy.

Wielding Wicked Weaponry

Blasting your way through three massive levels (the Space Station, the City, and the Basement), you must revert 12 types of enemies to room temperature. As one of five soldiers, you'll collect an arsenal of weaponry that might just help you survive. There are handguns, grenades, machine guns, rocket launchers, shotguns, laser-sighted weapons, and your bare hands and feet. Protective items include night-vision goggles, a bio scanner (to locate enemies), a fireproof suit, and a fire extinguisher. In addition to the great 360-degree movement, you can jump, sidestep, and crawl. No matter how you play it, you'll be playing for keeps!

OVERVIEW

Fans of first-person-perspective carnage games are gonna love *Zero Tolerance* from Accolade for the Genesis. This one-player 3-D 360-degree maze battle gives you action in the style of *Doom*. You gotta run and gun your way through levels chock-full of enemies, weaponry, secret rooms, and power-ups. Take out the terrorists before they do the same to you. This one will keep you on the edge of your seat, dodging hailstorms of lead from every direction.

PUBLISHER: **Accolade** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated

Yuri Kidnapped, Ryo Fighting Mad!

Smash, Bash, And Mash

In the single-player Story mode, you take Ryo or Robert up against nine fighters in sucession, each tougher than the last, in hopes of saving Yuri. Learning the special moves and using them wisely in relation to your Spirit level (no Spirit, no move) is the key to smashing your way past each opponent. In the two-player game (with the chump of your choice on the other controller), you choose from all ten of the fighters and bash your way to glory. Either way, carefully using your taunt to deplete the enemies' Spirit is a way of ensuring that they can't use it to make killer moves.



Scorch your foes with Mr. Big's Grand Blaster. Tap Down, Down/Toward, then Toward and hit Button A.



Light your opponent's face afire with Ryo's Tiger Flash by tapping Down, Down/Toward, then Toward on the D-Pad and hitting Button A.



Use Button C on the 3-Button or Button X on the 6-Button controller to taunt away your opponent's Spirit energy.

Bonus Rounds With Teeth

In most Fighting games, you go through Bonus Rounds and then wonder why you bothered. They don't do anything for you — they just seem to get in the way of the battle. Not true with *Art of Fighting*. If you complete a Bonus Round properly, you gain. And those gains are important — they may make the difference between winning and losing in the later rounds. The first Bonus Round is called Bottleneck. If you break the necks off five bottles and leave them standing, you get a big boost to your Spirit Gauge (more special moves per round). The second is called Breaking the Ice. Bust four thick sheets of ice for a solid increase to your Life Gauge. The third and last Bonus Round is Rapid Fire. Get a prescribed number of Deathblows before the timer reaches zero, and your Deathblows become much more powerful. These rounds have teeth.



Toast those marshmallows with Mickey's Burning Uppercut. Push Down, Down/Toward, then Toward on the D-Pad, and hit Button A.



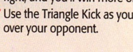
Show 'em who's boss with John's Flying Attack. Do it by hitting Down, Down/Back, Back, then Up/Back diagonal on the D-Pad, and hit Button A.



Like your enemy medium rare? How about Karate's Tiger Flash? Tap Down, Down/Toward, then Toward on the D-Pad, and hit Button A.

HOT HINTS

- ✔ Learn the moves by playing a two-player game on your own.
- ✔ Time your Spirit restoration and taunts carefully. Other-wise you'll take big hits.
- ✔ Win the Bonus Rounds. You get important gains.
- ✔ Dash in and throw. Get the timing right, and you'll win more often.
- ✔ Use the Triangle Kick as you pass over your opponent.



OVERVIEW

Straight outta the arcades and into your living room, it's *Art of Fighting* for the Genesis from Sega. Join Robert and Ryo in their battle to save Ryo's kid sister Yuri. Any gamer can play this one-or two-player fighting frenzy, but it takes serious skill to master. With tons of special moves, ten characters in Versus mode, taunts, expendable Spirit levels (without Spirit there are no special moves), and amazing 3-D backgrounds, this is a cart for true Fghting-game fanatics.

PUBLISHER: **Sega** PLAYERS: **1 or 2**

CONTROLLER: **3-Button, 6-Button (recommended), Activator**





Dislocate a face with Lee's Tornado Attack: Press Back/Down diagonal, then Toward on the D-Pad, and hit Button B.



Give your enemy the hotfoot with Todo's Wall of Fire. Do it by pressing Down, Down/Toward, then Toward on the D-Pad and Button A.

Go feet to skull with Jack's Devastating Drop Kick. Push Back/Down diagonal, then Toward on the D-Pad, and hit Button B.

Apply a serious hurting with Robert's Phantom Kick by going Back/Down diagonal, then Toward on the D-Pad and hitting Button B.

Press Button A, B, or C and hold it during a match to replenish your fighter's depleted Spirit.

Feel The Rage!

Could It Be Mr. X?

Along with all the cool new stuff, *Streets* fans will recognize a few not-so-friendly faces. Strange things are happening around town, and it sure seems like Mr. X is behind it all. Bombs are exploding all over the city, the local authorities are acting really bizarre, and street thugs are having a field day. You blew Mr. X to smithereens in *Streets of Rage 2*, so what's the problem? It couldn't really be Mr. X...could it? Blaze, Skate, and Axel will turn the streets upside-down to find out. With the help of their electrifying new friend, Dr. Zan, they're practically unstoppable.

HOT HINTS

- ✔ The X, Y, and Z buttons on a 6-Button controller give you immediate access to moves that you normally have to earn the right to use with a 3-Button controller.
- ✔ When you're attacked from all sides, use your special move and possibly some health points – even if your health meter is low. It beats a complete wipe-out.
- ✔ Throwing an enemy over the edge is a snap, and it saves you a lot of punching and kicking.
- ✔ Reserve plenty of time to finish the game. You've gotta get through seven-levels and more than 20 stages without passwords or saves.
- ✔ The throw is the most powerful move in the game.
- ✔ If a reverse throw won't break an enemy's hold, use your character's special attack – it's a guaranteed escape.
- ✔ Search each area thoroughly for hidden goodies.
- ✔ There's more than one way to end the game.

OVERVIEW

Hey, *Streets of Rage* fanatics, it's time to rage on with Sega's *Streets of Rage 3* for the Genesis! Axel, Skate, and Blaze are back and ready to go totally ballistic with their new friend Zan. Whether you prefer side-scrolling Fighting/Action or head-to-head competition, this game delivers. One or two players can slam it out with a 3- or 6-Button controller, or they can really swing into action with Sega's full-scale mean machine, the Activator. Any way you play it, it's hard-hitting urban warfare.

PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3-Button, 6-Button (recommended), Activator**

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

Axel

Crowd control is Axel's specialty — he combines power and a long reach. On the down side, his speed and jumps can't hold a candle to Skate's.



Great balls of fire! Axel's Dragon Smash is a killer when you press the D-Pad toward the enemy and press Button A.



Axel gets up close and personal with his Head Butt. Grab the enemy and press Button B.



You can 6-Button Axel's devastating Grand Hurricane by pressing Button X, Away, Away/Down, Down, Down/Toward Diagonal, then Toward and Button X.



Don't blink! Press Button A when Axel faces a group of toughs, and you'll know why this attack is called the Dragon Wing.

Skate

Skate has everything that Axel doesn't. He's faster than a speeding skater, and he can clear tall riff-raff in a single bound.



It ain't easy getting Skate when he uses his Hind Kick. Press Button C, then B.



Pull off Skate's signature move, the Double Spin Kick, with Button A.



Now that's a power noogie! Get up close to your opponent, grab him in a Full Nelson, and press Button B.



Skate's Dynamite Head Butt makes 'em beg for mercy. Dash toward the enemy by double-tapping the D-Pad, then press Button B.

What's New?

- ✓ Faster controller response.
- ✓ A special-move power meter.
- ✓ Bigger, brighter, smoother, faster, leaner, meaner characters! The crew has new moves, new friends, new enemies, new music, new locations, and new weapons. Are you ready?
- ✓ Awesome Blitz attacks. Each time you rack up 40,000 points without dying, you get a star. With three stars, the Blitz attack will have your enemies running scared.
- ✓ Dr. Zan, a cyborg with devastating power and speed. He'll give any street thug a good shock.

Blaze

This seriously tough woman is the leader of the group. Her technique — that's accuracy — is the best of the bunch, and her other skills are well balanced.



She dices, she slices! If Blaze has a knife, she deals a Violent Cut when you press Left or Right and Button A.



Blaze's Wind Blast disarms an enemy in a flash. Press Button A while walking toward him (and no, it's not what you think).



Send 'em Blaze's Flying Double Cut when attacked by a group. Double-tap the D-Pad to dash toward them, then press Button B.



Unleash Blaze's Vaporizing Double Cut on a 6-Button controller by pressing Button X, then Toward, and Up on the D-Pad.

Zan

Zan is a long-range fighter. He's got the greatest reach, lots of power, and a high-voltage handshake.



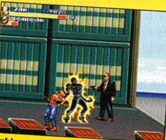
Zan's Thunderbolt can break up a party pretty quick. Press Button A as you approach the thugs.



Zan's Blitz Attack can also disband a gang of enemies. Dash toward them and press Button B.



Bowling, anyone? Pick up any weapon, press the D-Pad toward your foes, and press Button B.



Light up an enemy's life with the Power Spark. Just press Button A.



Toothsome Tornado on Target!

Use your Ricochet to get up narrow chimneys.

TAZ in Escape from Mars

TAZ Devil-Napped

Marvin the Martian has made the mistake of the century—thinking he could keep TAZ in a cage. Not only are you gonna break TAZ out, but you're also gonna make Marvin wish he'd never watered his Instant Martian pellets. You'll blast through cage walls, ricochet up the narrow areas between cages, and use transporters to zap to new areas. After making mincemeat out of Marvin the Martian's Zoo, you'll power through another 20-plus stages of fun and havoc.

One of the greatest things about *TAZ in Escape from Mars* is the number of power-ups. Among the great new devices: Grow Rays that make TAZ titanic, Shrink Rays to give you an itty-bitty TAZ, and a contraption that turns TAZ into a Doppelganger (now you get two TAZes) so that he can reach new areas. How about scads of great new items? Collect the Box O' Rocks (TAZ eat), and he'll spit rocks at his enemies. Gulp the Shrink Potion to get through narrow passages. Collect the right equipment, and you can turn His Toothsomeness into a TAZ-copter. Pick up the Gas Can (TAZ eat), and you'll be blowing flames at your enemies. Snag the Medical Kit (TAZ eat), and you up your life bar. This new TAZ game has it all—Action, Adventure, things to find, wild bosses, and best of all…no princess to save. Yee-haw!

HOT HINTS

- ✔ Keep moving on the Wagon Train.
- ✔ Always ricochet upward when you have the chance.
- ✔ Have TAZ hunt for hidden areas.
- ✔ If you get a power-up like the Box O' Rocks or the Gas Can, use it sparingly.
- ✔ When playing drill bit, watch for enemies in the dirt.

OVERVIEW

Bigger, better, faster, and definitely more Looney Tunes—it's *TAZ in Escape from Mars* for the Genesis from Sega. Our carnivorous brown-pelted hero kicks out the stops in this one-player spin-fest. TAZ does tons of new stuff, from spitting rocks to drilling through dirt. At twice the speed of the previous *TAZ* title, this new cart even has our favorite devil doing his Tornado upside-down. With tons of great cameos from your favorite Warner Bros. characters and game play that's a blast, you just can't lose.

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**

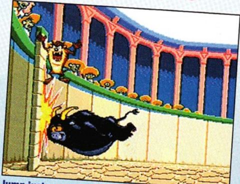


TAZ are big. Really big. The Grow Ray makes for serious bulk.

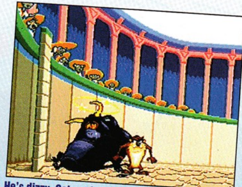
Take Out El Toro



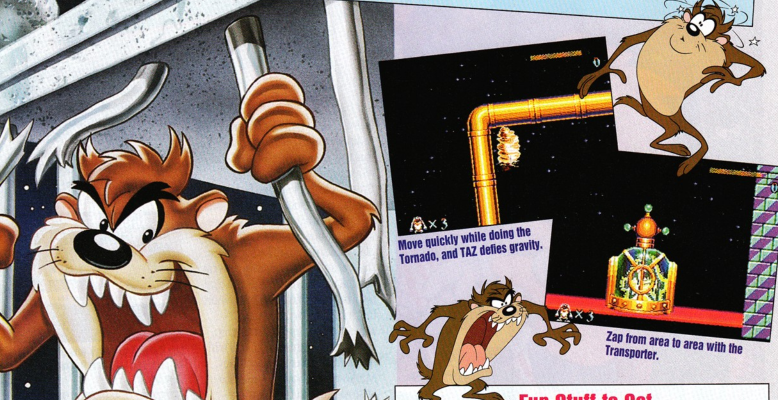
With careful timing, Tornado away from El Toro and stay just ahead of him (so you don't get knocked into the sky).



Jump just as you get to the outside of the bull ring, and Blam!

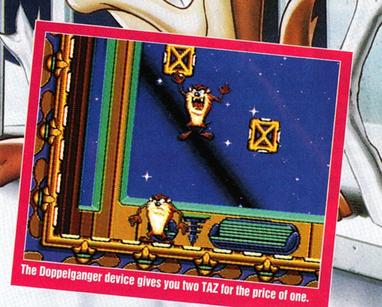


He's dizzy. Get ready to do it again. He'll take a few hits before you win.



Move quickly while doing the Tornado, and TAZ defies gravity.

Zap from area to area with the Transporter.



The Doppelganger device gives you two TAZ for the price of one.

Fun Stuff to Get





Get the Box O' Rocks, and TAZ spits granite.





Pick up a Gas Can to spout a gout of flame.

A High-Kicking Soccer Adventure





If this large-mouthed interloper devours your soccer ball, just press Button C for a new one.

OVERVIEW

Pelé, look out! Here's a kid with some soccer moves that you've never even dreamed of. In *Marko,* Domark's latest Genesis Adventure, the athletic hero needs some seriously fancy footwork to defeat the twisted Colonel Brown, an environmentally incorrect scientist who wants to turn the town to sludge. Bet Pelé never chipped the ball at sewer rats, drove it into a suburbanite's mouth, or headed it to collect cans for recycling. With 13 enemy-filled levels, sharp graphics, and the world's most popular sport, this game scores big.

PUBLISHER: **Domark** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated

Look Ma, No Hands

Colonel Brown didn't count on an ordinary kid to foil his plans to rule the town of Sterlington. But when Marko stumbles onto Brown's sinister sludge factory — on his way to soccer practice, naturally — both guys get way more than they bargained for. Marko's plain old soccer ball flies into the sludge, and suddenly Brown is up against a formidable weapon that returns to Marko no matter where he kicks it. Brown's also up against an athlete who can chip, lob, and head this magic ball with devastating force and accuracy. Marko never thought he'd face off against more than 100 sludge-minded enemies, from sinister rats and birds to bomber planes and spud-gun-toting twins. And he's gotta shoot his way through the sewers, a circus, an industrial zone, and more. Can this World Cup hopeful save his hometown from the big slime? Put on your cleats and shoot for the home team with *Marko.*



Smile when the tourist snaps your picture. The flash is a continue marker.



Climb the rooftops to scout out 1-ups.



Lob the ball to knock this brat off his hippety-hop — press Button C and then Up.



No, this hedgehog isn't Sonic. Nail him for 300 points.

HOT HINTS

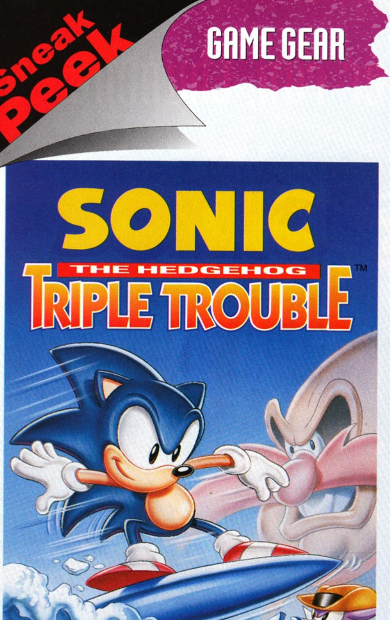
- ✔ Practice all your moves in the Backyard before taking on Brown's evil forces.
- ✔ Bounce on your soccer ball for the highest jump.
- ✔ Jump while heading the ball to take out high-up enemies.
- ✔ Collect 100 stars for an extra life.
- ✔ Use the plasma ball against bosses.

Sneak Peek

GAME GEAR

New! New! New!

Sonic Sonic Sonic in Trouble! Trouble! Trouble!



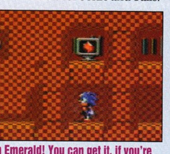


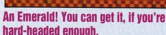


Pick up this power-up for some serious underwater propulsion.

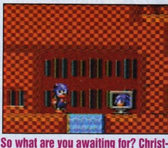
Triple Trouble delivers all the action and excitement you've come to love, with a couple of new bad guys to pit your wits against. Most of you know Knuckles the Echidna, that purple critter from Angel Island who can burrow like nobody's business. Well, the egg-shaped Doc has tricked Knuckles into believing that Sonic and Tails are the bad guys. And for the first time ever on a Sega system there's Nack the Weasel, an Emerald thief who can really make trouble for Sonic and Tails.

But with new bad guys come new, cool power-ups. How about a jet board? Or Tail's Sea Fox? Sonic can get up and go with two awesome power-ups, the underwater Propellor Shoes and the Spin Coaster. All this in addition to Super Rings, Jet Shoes, Invincibility, and 1-ups. There's also an incredible 3-D stage where you can really rack up the rings. Look for *Triple Trouble* in stores near you soon, and look to *Sega Visions* for more coverage on this hot title.





An Emerald! You can get it, if you're hard-headed enough.



So what are you awaiting for? Christmas? Grab the 1-up!





Sonic really torques along on the high-powered jet board.

OVERVIEW

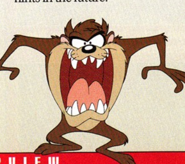
Sonic, Tails, and company are returning to your Game Gear with three times the fun and three times the trouble in a new adventure that's three times as cool! *Sonic the Hedgehog. Triple Trouble* is more fun than should be legally allowed on any game system! You play as either Sonic or Tails in an action-packed adventure to get the magic Chaos Emeralds before Dr. Robotnik can use them to power his new superweapon, the Atomizer.

PUBLISHER: **Sega** PLAYERS: **1**
GEAR-TO-GEAR? **No**

NYR Not Yet Rated

TAZ in Escape From Mars

Marvin the Martian has taken up zookeeping. He's collecting weird and wondrous specimens from around the galaxy. His only mistake was traveling to Earth and capturing TAZ. This particular Tasmanian devil doesn't want to be locked up in a zoo. Cages make TAZ grumpy. TAZ wants out. You'll guide TAZ through six levels of slap-stick spinning, ricocheting off walls, and dealing with folks like Road Runner, Wile E. Coyote, and Speedy Gonzales. Enjoy your peek at these early screens — *Sega Visions* will give you full coverage and tons of great game hints in the future.





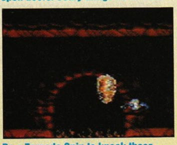
Witch Hazel takes her broom for a test flight in the Haunted Castle.



You'll make your way through the Haunted Castle by finding switches to open doors. Scary things lie in wait.



Enter these disintegrator/reintegrator pods to warp from area to area on Mars.



Do a Tornado Spin to knock these flying-eyeball-with-batwing-things outta the way.

OVERVIEW

A speeding tornado with tons o' teeth, TAZ has thrilled millions for a couple of generations. Even better, he's about to make his second toothsome appearance on your color portable. Get ready for *TAZ in Escape From Mars* for the Game Gear from Sega. With new moves, more cameos by your favorite Warner Bros. cartoon friends, and a whole lot more frenzied fun, this one-player cart is gonna be one heck of a ride.

PUBLISHER: **Sega** PLAYERS: **1**
GEAR-TO-GEAR? **No**



Dynamite Headdy



Use your head to pull your way up from ledge to ledge while being attacked by this big ol' bird. Whew.

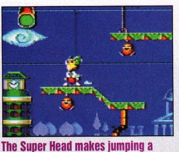


Slingshot yourself up to the next platform by launching your head and then pulling the body upward.



Headdy makes the trip to portable a real pleasure. The to-go version has exchangeable heads, amazing color, and animation that has to be some of the best yet on the Game Gear. But is it fun? This game is a blast! Headdy's journey to defeat Dark Demon pits you skull to skull against really big bosses, tests your gaming talent at every turn, and is so much fun that normal adults should not play it without child supervision.

Heads up and stay tuned, *Sega Visions* readers…we'll give you more on all this explosive cranium action in a coming issue. We promise. Real soon. Stay calm. No whining. Don't loose your head.



The Super Head makes jumping a real breeze.



Hit the Z Block, and Headdy becomes a Sleepy Head.

OVERVIEW

Head bangers unite! You'll flip head over heels for Sega's newest character. More fun than your typical hat rack…it's *Dynamite Headdy* for the Game Gear. You'll take Headdy portable in this terrifically colorful 4-meg head-butting Action/Adventure. With a head that can grab objects, knock them away, swing over ledges, or ramrod an enemy, Headdy proves that there's more than one way to use your noggin.

PUBLISHER: **Sega** PLAYERS: **1**
GEAR-TO-GEAR? **No**

NYR
Not Yet Rated

Portable Sonic, Bumper to Bumper

Sonic the Hedgehog Spinball

OVERVIEW

Are spinning spines your style? You probably devoured *Sega Visions'* early coverage of *Sonic Spinball* for the Game Gear. You scoped out the enemies and contraptions in this fast and furious Sega title. Now you're ready for a level-by-level tour of Robotnik's futuristic pinball prison.

PUBLISHER: **Sega** PLAYERS: **1**
GEAR TO GEAR? **No**



Give Robotnik The Blues

You know the story. Power-mad Doc Robotnik's bent on transforming the creatures of Mobius into robots, and Sonic's gotta blitz through the original rotten egg's pinball security fortress to save them. Crash into mechanized critters, rocket through gizmos and gadgets, and show Robotnik who's got the edge on attitude. Oh yeah — and don't forget those Power Emeralds.

HOT HINTS

- ✔ You get more power from the tip of the flipper.
- ✔ Use your spin attack to get started in the Bonus Rounds.
- ✔ Look for an Emerald in the Machine's mechanical safes.

Toxic Pools



Bonk the first boss from above, then rebound repeatedly.



Be quick with those flippers, or you'll send Sonic into the soup.

Lava Powerhouse

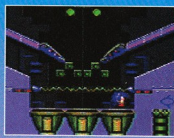


Jump into an accelerator tube for a quick ride up. You just might find a treasure at the top.

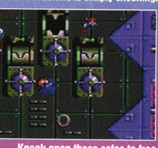


Have Sonic take out the drop targets to break the barrier.

The Machine

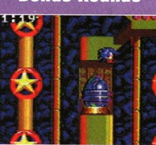


Robotnik's machine is simply shocking.



Knock open these safes to free the birds inside.

Bonus Rounds



Blast open a mechanical egg to snag a surprise.



Grab at least 50 percent of the rings in a bonus cage to open the catwalk to the next cage.



But Wait, There's More!

What's that? You want to see the Final Showdown with Robotnik? Get there yourself! We can't do all the dirty work, you know. *Sonic Spinball* is a serious challenge. So pack your attitude, and send the blue blaze spinning.



BLACKJACK

POKER

SOLITAIRE

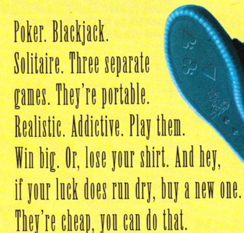




BLACKJACK ◆

Hit. Stand. Double down. Different rules for each casino. You pick the city. Losing streak in London? Try Vegas. The weather's better anyway.

Poker. Blackjack. Solitaire. Three separate games. They're portable. Realistic. Addictive. Play them. Win big. Or, lose your shirt. And hey, if your luck does run dry, buy a new one. They're cheap, you can do that.



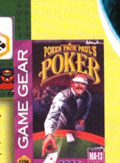
DON'T JUST SIT THERE



◆ **SOLITAIRE**

4 kinds. Klondike, Calculation, Monte Carlo and Elevens. Just you. Competing against yourself. Makes it easy to be a good loser.





POKER ◆

Play 2 ways. Video poker--you vs. the computer. Or 5-card stud--you try and out bluff 4 computer players. (Try is the key word here.)



Fast Takes

The Rating Game

Who says you can't be all things to all gamers? Just read through our latest batch of Fast Takes. They've got the inside scoop on the newest games. They've got sizzling hot hints, they've got screens, and they've got some pretty outrageous puns. Whether you're a Sports fanatic, a Role-Playing wizard, or just an all-around game-meister, Fast Takes has you covered. To see where these games shine, check out the Sonic ratings below each review. Five Sonics is out of this world. One Sonic, well, isn't.

And speaking of ratings, send us your puns. Send us your gags, your jokes, and your quips yearning to be published. You know what we mean. Send us your personalized Sonic ratings. Short on inspiration? Just check out the latest batch of "Name the Ratings" contest winners:

The nose knows a good game, according to J. Bachman of Westover, West Virginia:

Chanel No. 5
Roses
New car smell
Stick-Ups
Gym socks

J. Curcio of Philadelphia knows the Marx of a great game:

Groucho
Harpo
Chico
Zeppo
Gummo

J. Winslow of San Carlos, California, has a few pet concerns:

Dog
Cat
Hamster
Goldfish
Ant farm

One anonymous reader doesn't seem quite ready to return to school:

Trip to Hawaii
Trip to Disneyland
Trip to theme park
Trip to the mall
Trip to bed

Weekend warrior A. Cruciani of Larchmont, New York, knows when gamers really concentrate on their art:

Saturday
Friday
Sunday
Monday
Friday the 13th

The great outdoors have inspired a couple of our winning responses. G. Hernandez of Venice, California, thinks a good game should light your fire:

flame thrower
Blowtorch
Campfire
Candle
Wet match

Thanks for Sharing

So what are you waiting for? Unleash that inner comic. Send *Sega Visions* your witty, ingenious, and oh-so-unique Sonic ratings. Write to us at

Sega Visions
Sonic Ratings Contest
P.O. Box 5346
Redwood City, CA 94063

Don't forget your name and address. If you're as clever as you think you are, we'll print your response. And if we do that, we'll send you a collector's-item, mint-quality, special-edition, high-fashion, custom-tailored, don't-even-think-about-trying-to-buy-one-of-them-off-the-rack *Sega Visions* T-shirt that's so cool you'll never want to take it off. But please do from time to time, if you know what we mean (check out J. Bachman's odoriferous rating ideas if you don't).

D. Craven of Arlington, Virginia, screams for ice cream:

Fudge brownie
Chocolate mint
French vanilla
Plain vanilla
Spumoni

Another reader has a variation on that idea — S. Decknick of Clifton Park, New York, hates being left out in the cold. Great minds think alike, as they say:

Sunny & warm
Partly sunny
Showers, cool storms
Thunderstorms
Upstate New York

D. Giffin of Glendale, Arizona, boils down our Sonic ratings into some straight-talkin' advice:

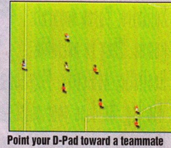
Buy it!
Play it!
Rent it!
Consider it!
Forget it!

Championship Soccer '94

Sega CD owners will be pleased to hear that there's a soccer game for their system. *Championship Soccer '94* from Sony Imagesoft offers one or two players 50 teams, replays, an animated Silicon Graphics intro, sequences of the crowd welcoming players to the field, and day or night stadium shots. With computer-assisted passing, sliding tackles, diving headers, and variable weather conditions, this one offers up a solid game of soccer. Enjoy CD-quality sound, including 100 sound effects of roaring crowds. Only one question: How did the player size get so puny?



Check out the spectacular intro that shows arrival at the stadium.



Point your D-Pad toward a teammate before the Throw-in.

HOT HINTS

- For a higher scoring percentage, pass diagonally in front of the goal before you shoot.
- Use the sliding tackle to separate the other team from the ball.
- The South American teams have the best stats.

Publisher: **Sony Imagesoft**
Players: **1 or 2**
Rating: **GA**

Graphics
Sound
Controls
Challenge
Overall Fun

Sega CD

Third World War

This intense one-player strategy game from Extreme Entertainment for Sega CD puts you in the position of a nation on the brink of destruction. Lead one of 16 nations in the struggle for ultimate power. Choose from five scenarios: the Third World War, the Cold War, the War of the Pacific Powers, Chaos, and the Economic Struggle. Each focuses on a specific situation of warfare that cannily mimics the world's current state of affairs. Bring your nation's economy, weapons technology, and morale up to par as you move across nearly 85 interactive scenario maps. Carefully plot and control each move on the *Populous*-style three-quarter-view battle screen. Warning: This game is not for the weak!



News broadcasts are the best way to keep informed.



Scrutinize your statistics when you start the battle.

HOT HINTS

- ✔ Beginners should start out as the United States, an established superpower .
- ✔ Economic stability is the key to military strength and support.
- ✔ You receive $800 million for each nation you economically dominate. You cover the cost of any damage to it.

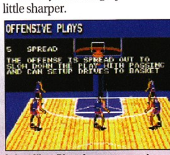
Publisher: **Extreme Entertainment**
Players: **1**
Rating: **MA-13**

- Graphics
- Sound
- Controls
- Challenge
- Overall Fun

Genesis

Dick Vitale's Awesome Baby

This b-ball cart has personality. Sportscasting and coaching legend Dick Vitale's personality, to be precise. Play the game well, and you'll hear his clearly digitized voice yell his trademark "Awesome, baby!" or "He's a black-tie performer!" Learn the ropes in Practice games, progress through the Playoffs, or tear through the court in a 2-on-2 Slamfest. For a really rough game, turn off Fouls and pull out all the stops. This college-hoops cart is the first to feature a 3-D rotating court — we only wish the graphics were a little sharper.



Select View Plays for some expert coaching from the awesome guy himself.



To win the tip-off, press Button A the instant the ref releases the ball.

HOT HINTS

- ✔ For a midgame update on the opposing team's stats, press Start, Button A, then Button B to call a time-out.
- ✔ Force a foul by pressing Buttons A and C simultaneously.
- ✔ For a lighting-fast game, turn the Graphic Detail to Low.

Publisher: **Time Warner Interactive**
Players: **1 or 2**
Rating: **GA**

- Graphics
- Sound
- Controls
- Challenge
- Overall Fun

Genesis

Combat Cars

Looking for a little arcade-style racing? Test-drive *Combat Cars* from Accolade for the Genesis. This one- or two-player (split screen) overhead-view racer has weapons, power-ups, and eight characters with unique cars. You get to drive on 24 tracks — stuff like beaches, mountains, snowtops, cul-de-sacs, and downtown streets. Winning gives you prize money to spend on better parts. This cart may not win prizes for racing accuracy or inspired graphics, but it does offer some lightweight fun. Try it with a friend — competition adds a little zing — if you can deal with the compressed split screen.



Tap Button C to use your weapon.



Choose from eight hard-bitten racers with varying capabilities.

HOT HINTS

- ✔ Save your weapons for the later laps...they add up and you can wail.
- ✔ Pulse the accelerator rather than using the breaks.
- ✔ Choose a character with higher handling ability at the outset.

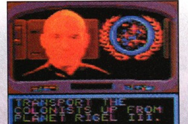
Publisher: **Accolade**
Players: **1 or 2**
Rating: **GA**

- Graphics
- Sound
- Controls
- Challenge
- Overall Fun

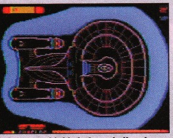
Game Gear

Star Trek: The Next Generation

Warp into a portable Adventure with Absolute's *Star Trek: The Next Generation* for the Game Gear. This one-player cart puts you at the helm of the U.S.S. *Enterprise* on a training mission at Starfleet Academy. Under the direction of Captain Picard, you have to prove yourself worthy of commanding a real starship. Take the challenge with a number of assignments such as routine diplomacy duties, dangerous rescue missions, and thrilling space battles. The graphics and sound are fine, but a word of warning: The controls are somewhat difficult to master.



Picard outlines the objectives you must fulfill in order to advance to more difficult missions.



Raise your shields before challenging hostile starships.

HOT HINTS

- ✔ Enter stations that flash to gain valuable information from fellow crew members.
- ✔ Before entering a dangerous sector, arm your weapons systems.
- ✔ Overuse of the warp drives can cause excessive damage to the ship's engine.

Publisher: **Absolute**
Players: **1**
Rating: **GA**

- Graphics
- Sound
- Controls
- Challenge
- Overall Fun

EQUIPMENT

Heavy

New and Improved Team Player

If you've been hankering for a little intense competition, then get ready to transform your Genesis into the ultimate team machine. With the new Team Player, you and up to seven (yes, seven) of your most competitive chums can compete for victory on any multiplayer game.

Did we say "any"? That's right. The new Team Player is *THE ONLY* multiplayer adaptor compatible with all multiplayer games from every publisher.

Now you can have in-your-face real team competition on megahot games like *NBA Jam, John Madden Football '94, NFL '95, NHL Hockey '95, NBA Action,* and *FIFA Soccer*. That's not all: You can use the Team Player on your favorite RPGs too. With the Team Player, riveting RPG and puzzle games like *Gauntlet IV, The Lost Vikings,* and *Columns III* take on a whole new dimension.

The Team Player is designed to plug into either port of your Genesis. With four controllers plugged into one Team Player, you can play as individuals or two on two; add another Team Player, and you and seven players can jam at the same time. When all the players are plugged into the Team Player, just set the Select Switch to the multiplayer setting. Once the game begins, each player selects Start and his or her preferred options.

The Team Player accepts all standard Genesis controllers, including the 6-Button Arcade Stick, Remote Arcade System, Activator, and Mega Mouse — so there's no room for whiny excuses like "I'd be better if I could use my 6-Button controller." (Yeah, right.)

The Team Player is available in stores and directly from Sega; call 1-800-USA-SEGA.



Power Strip: Plug Into Convenience!

Does your dwelling have enough crisscrossing extension cords to trap a huge fly? Well, make way for a more high-tech look and a power strip that's actually built for your Sega gear. The Sega Power Strip is all you need to plug in everything — up to five large Sega AC adaptors at once.

With a Sega Power Strip, you can plug in your Genesis, Sega CD, TV or stereo, Super Genesis 32X, and Activator. It's especially designed for large adaptors and features surge protection, a reset button, and an on/off switch. The Power Strip also accommodates standard two-prong and three-prong household plugs and other AC adaptors.

This ain't no pee-wee league.

Tecmo, the company that brought you the best football and basketball games for your Genesis,

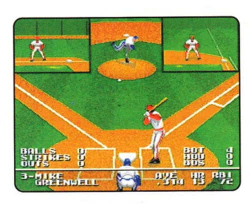
has done it again.

- ✦ 700 real MLBPA® players
- ✦ Season-saver back-up battery
- ✦ Team and player statistics
- ✦ Tournament Style Play

ALL NEW 1994 ROSTER!

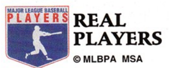






Take your best shot.

TECMO® SUPER BASEBALL™



REAL PLAYERS

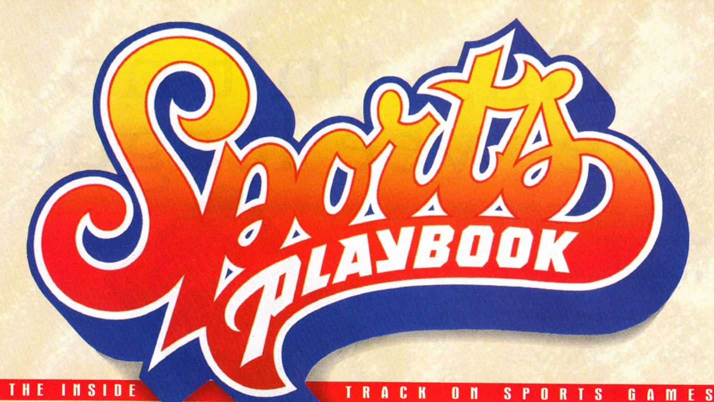
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Officially Licensed by the Major League Baseball Players Association.

This official seal is your assurance that this product meets the highest quality standard of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.

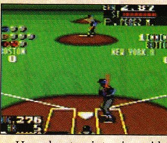
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THE INSIDE TRACK ON SPORTS GAMES

Serious Summer Sports

With the World Cup winding down and baseball's pennant race heating up, what better time to plug in a great Sports game? Just don't forget to eat regularly and remember to change your sweaty athletic socks, OK? This issue Sega Visions delivers an early look at two of the hottest portable titles you'll see this year, some solid-as-apple-pie baseball carts, and another fine addition to your soccer line-up.



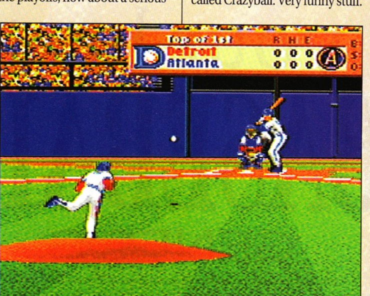
How about an interview with one of the hottest racers on the circuit today? Sega Visions talks to Scott Pruett about his love of **Formula One World Championship.**

Hot on the heels of the blockbuster hit **World Series Baseball** for Genesis comes **World Series '95** from Sega Sports for your Game Gear. With an amazing new centerfield view, all 28 of the real clubs, 1994 Opening Day rosters, six-division alignment, speech, Gear-to-Gear ability, and a Team edit feature that lets you create your own Dream Team, this to-go ball title has it all.

Just in time for the start of the gridiron season, we're giving you a peek at **NFL '95** from Sega Sports for the Game Gear. Featuring Joe Montana, all 28 real NFL teams, the NFLPA players, a new behind-the-QB view, and Gear-to-Gear capability, this is a portable football cart that'll end the no-game-on-TV blues.

As baseball season approaches the playoffs, how about a serious ball fan's baseball cart? **Hardball '94** for the Genesis, from Accolade, gives you a revision of last year's game that includes the 800-plus members of the MLBPA, amazing stat control, and all 28 ballparks authentically rendered in all their glory. With dual views (from both the pitcher's and batter's perspective), and seriously lifelike batter and pitcher movements, this one is all hardball.

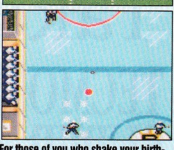
More baseball? You've got it. Take a look at **RBI Baseball '94** from Tengen for the Genesis. This one is twice as fast as **RBI '93,** has an MLBPA license for more than 800 players, includes great quality music and voice (with Jack Buck), and gives you plenty of practice modes. Check out the option called Crazyball. Very funny stuff.



Can't get enough soccer? World Cup ended in America, but you don't have to forget about this kind of football action. Check out **Pelé II: World Tournament Soccer** from Accolade for your Genesis. This one's got one- to four-player capability, 24 teams playing in nine US cities, a five- or 11-man option, and most important, Pelé's expert analysis of each team. It's a ball!

What's Next?





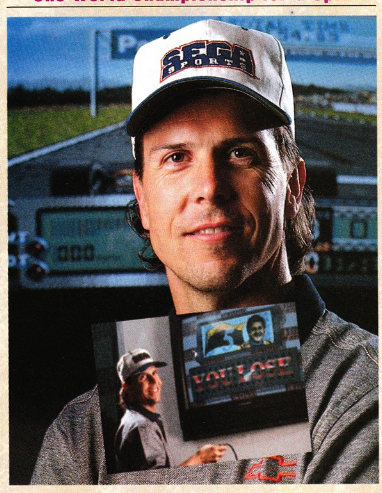
For those of you who shake your birthday presents before opening them, here's an early look at two Sega Sports titles due in a coming issue. NFL '95 for the Genesis features an amazing 65-yard down-the-field view and perspective rotation. NHL All-Star Hockey for the Game Gear brings real ice action to your color portable.

Racing with The Best

Indycar Pro Scott Pruett Takes Formula One World Championship for a Spin

Recently, Indycar veteran driver Scott Pruett stopped by Sega to put his racing skills to the test against Sega's hottest new racing CD, *Formula One World Championship: Beyond the Limit.* Scott has an impressive racing career that spans 26 years. During that time he has been the Indy 500 Rookie of the Year; won the Daytona 24 Hour twice; won the Daytona IROC; been in an accident that broke both his legs, both his ankles, and his back; recovered within a year; driven for Team Jaguar and Chevrolet; and won numerous other titles.

Scott likes gaming almost as much as he likes racing. He was impressed with the way *Formula One World Championship* mirrored real-life Formula racing. He was nice enough to put down the control pad and talk to *Sega Visions* about pro racing, video gaming, *Formula One World Championship,* and the things that make him yell "SEGA!"



SV: You've been racing all types of sports cars for over 26 years. How long have you been a video gamer?

SP: I've been a gaming fanatic from the beginning. When I was in high school, my friends and I would take off during lunch to play arcade games. When I was 22 or 23, I got *Ms. Pacman* and *Tempest* arcade games and put them in my living room. I played them constantly! I still have arcade machines at home, though test-driving for Chevrolet and Bridgestone/Firestone doesn't leave me much time for playing. I travel a lot.

SV: You mean you don't take your Genesis CDX on the road?

SP: No [laughs]. But I do have a Game Gear that travels with me quite often. And a year ago at Indy, a lot of us [drivers] were playing the *Virtua Racing* arcade game at the track.

My nephews are getting to the age where they like to play as well. Sometimes I find the batteries run down when I leave my Game Gear at home!

SV: Do you like Sonic?

SP: Sonic is really great for kids. He's a figure they can identify with. I watch him every morning when the cartoon comes on. He's quite the avenger! I like Sonic. I think he's a really cool guy.

SV: Looking at *Formula One World Championship* as a professional driver and a gamer, what to you think of the game?

SP: I play *Formula One World Championship* from two standpoints: as a race car driver and as an avid gamer. I give it high ratings across the board. It's really difficult to bring in what happens in active competition, but *Formula One World Championship* succeeds. It goes beyond the average racing game. You face the same problems that a racer might face in active racing. Each race is different. You continually have the opportunity to challenge yourself.

SV: What features do you like best?

SP: I really like the ability to change compounds for wet and dry tires and to use the available components to construct cars like I would race.

SV: Have you raced on any of the courses in *Formula One World Championship?*

SP: I've tested many of the Formula cars in the game, and I've raced on some of the courses, including Estrielle in Montreal and the Italian courses.

SV: Are the tracks in the game very similar to their real-life counterparts?

SP: The tracks look like the designers spent a lot of time on the circuit, applying the challenges of each track to their counterparts in the game. Everything you encounter on these tracks, even something as simple as going from sunshine to rain — the sheer realism is fantastic.

SV: How close to the real thing is the game?

SP: About as close as you can get with today's technology. I played the game with some of my friends, picking the perfect combination of tires and equipment I would run for a certain track, and they hold very close to true. The cars perform like I would expect them to on a real track. The big difference is you can drive off the track in this game without getting hurt!

SV: In 1990 you suffered major injuries in a testing accident, yet you were back on the track in only ten months. How did you do it?

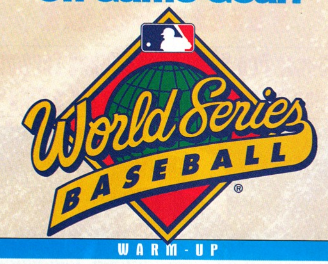
SP: I broke both ankles, both knees, and my back, all at once. It was a pretty tough thing to come back from. It's kind of a Cinderella story. My first race back was the 1991 Daytona IROC. I came back to win that. And I've been hard at it ever since. I attribute my rapid recovery to focus and mental attitude. After surgery I was in therapy five and six days a week, eight to ten hours a day. I had highs and lows, good days and bad days. But my focus remained the same the whole time: Get back in that race car. I did everything I could to make it happen.

SV: What do you have to say to *Sega Visions* readers who want to emulate your racing success?

SP: The most important thing I can say is go after your dreams. If you work hard enough, you can get just about whatever you want from life.



Big League Ball Hits On Game Gear!



Imagine fielding your own choices from the best baseball has to offer. *World Series Baseball '95*'s Team Edit feature lets you do just that. Decisions, decisions. We'd go for Frank Thomas at 1st, Carlos Baerga at 2nd, Barry Larkin at Short, Matt Williams at 3rd, Mike Piazza Catching, and — it's a tough call — Roger Clemens on the Mound. What would you do? Team Edit puts your own Dream Team at your fingertips in terrific color portable form.

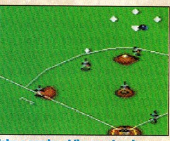

Check out the Behind-the-Batter view!

WARM-UP

Knock a long ball into the cheap seats with *World Series Baseball '95* from Sega Sports for the Game Gear. This exciting portable version gives you 700 big-league players, a new Center Field view, all 28 Major League Clubs, 1994 Opening Day rosters, and more, more, more. Go for actual League Play, Playoffs, and World Series action. Play alone or Gear-to-Gear with a friend. This is powerhouse to-go baseball at its best.

PUBLISHER: **Sega Sports** PLAYERS: **1 or 2**
GEAR-TO-GEAR? **Yes**




Take a gander at the spectacular infield view.



Arrange your own line-up.



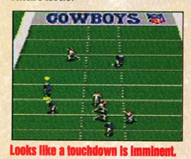
Choose from four different stadiums.

Bigger, Better Football on Your Game Gear!





This one has it all — the real players, the honest-to-goodness teams, the logos and helmets, and more. The players perform according to their real 1993/94 statistics. The "Behind the QB" view gives more realism and punch to the pounding action. At 4 megs, this is one big full-color portable cart. Take a look at these early screens, and we think you'll agree: *NFL '95* looks great! More to come in a future issue.



Looks like a touchdown is imminent.

WARM-UP

You want it...you got it. Gut-pounding NFL action slams onto your Game Gear in *NFL '95* from Sega Sports. Featuring the NFL's greatest quarterback, Joe Montana, and all 28 real NFL teams, with actual NFLPA players in full League Play, Playoffs, and Super Bowl action. The new "Behind the QB" view puts you right on the field. One or two players (Gear-to-Gear) can chuck the leather and go for the uprights in this great to-go version of America's gridiron game.

PUBLISHER: **Sega Sports** PLAYERS: **1 or 2**
GEAR-TO-GEAR? **Yes**
NYR Not Yet Rated



The Game Select screen gives you all your options.


The digitized shot of the ref looks fantastic on the Game Gear.

SEGA SPORTS PRESENTS

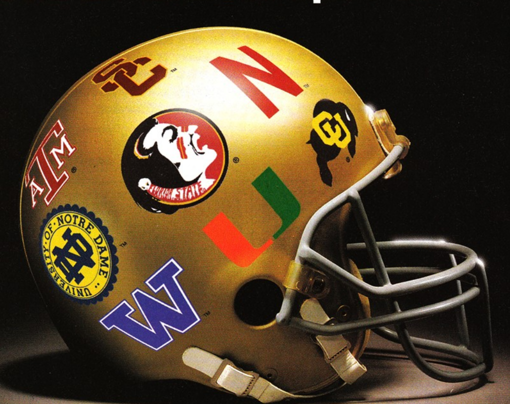


32 College Teams. 1 National Champion. Settle it on the field!














Exciting Play Modes:

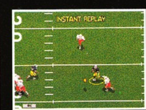
- ★ Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

Great Collegiate Football Features:

- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers



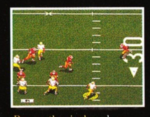
Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



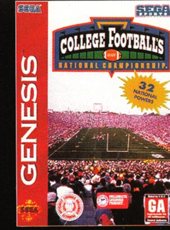
Nail 'em again! Michigan makes its move against Nebraska–and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!














So You Wanna Play Hardball, Huh?

WARM-UP

Mining for a solid diamond title? How about *Hardball '94* from Accolade for your Genesis? The follow-up to last year's renowned *Al Michaels Announces Hardball III* answers the only major complaint heard — no real players — by giving you the 800-plus members of the MLBPA. For one or two players, this one lets you play with the full complexity of a club manager's game or take it on as a simple (but fun) baseball cart. Go a full 162-game season, or take a shortened season with either 81 or 13 games. Players with the best midseason performance can participate in the All-Star game. No matter what you choose, this one's all hardball.

PUBLISHER: **Accolade** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**

GA



During the course of the game, you get to see animated shorts of folks like this ump.

What's in a View?

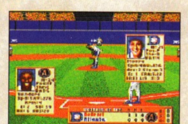
Hardball '94 gives you some pretty terrific points of view. You get overhead views of the park, the batter's play view, and the view from the mound. Add to these some of the most lifelike rotoscoped player movements seen yet, and you've got realism that'll have you spitting sunflower seed shells on the carpet. Your battery backup does amazing yeomanlike work. This thing keeps track of everything but your ancestry. It tracks league leaders, saves, accumulated player stats, team standings, and even your favorite highlights. Check out the 28 authentically rendered ballparks. Real stat-hounds can even keep up with current numbers and edit their players to match.



Practice to your heart's content in the Home Run Derby.



Hey, look! It's a homer. Wonder if they juiced their balls too?



The batter's view gives you player cards of the pitcher and the next batter at the plate.

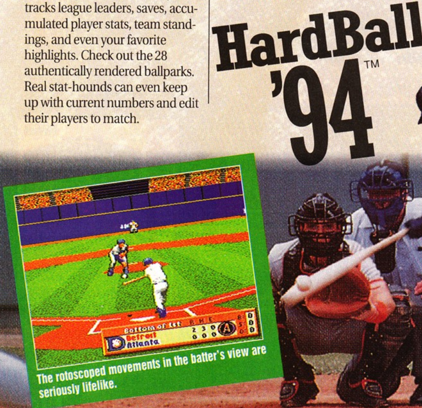


Stat fans rejoice! The end of each game features amazingly comprehensive statistics.

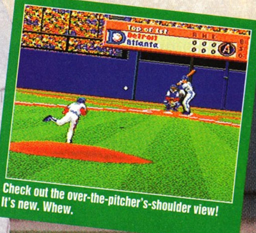
HOT HINTS

- Customize the outfield and move your fielders way in. Fewer base hits will result.
- Don't pitch high and inside – it'll be over the wall.
- Defensively, read the ball movement off the bat and move your players accordingly to get a jump on the play.
- Spend plenty of time in batting practice. Your timing is important.
- The ball mostly passes through the strike zone. When swinging, press Up or Down on the D-Pad rarely.
- Be aggressive on the base path (go for a hit-and-run-style game).

HardBall '94™



The rotoscoped movements in the batter's view are seriously lifelike.



Check out the over-the-pitcher's-shoulder view! It's new. Whew.



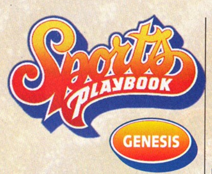
Play like a champion.

NFL '95

COMING IN NOVEMBER

All new from SEGA SPORTS on Genesis™ and Game Gear™





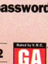
America's Game Is Here!

WARM-UP

Get out yer rosin bag and grab some lumber — *RBI Baseball '94* from Tengen for the Genesis is gonna knock you over the wall. This one- or two-player cart has game play that's twice as fast as in *RBI '93*, an MLBPA license that gives you more than 800 real players, and higher-quality music and voice (featuring Jack Buck). Enjoy the real '94 baseball schedule with a full 162-game season (password save), playoffs, and the world championship.

PUBLISHER: **Tengen** PLAYERS: **1 or 2**

CONTROLLER: **3-Button**





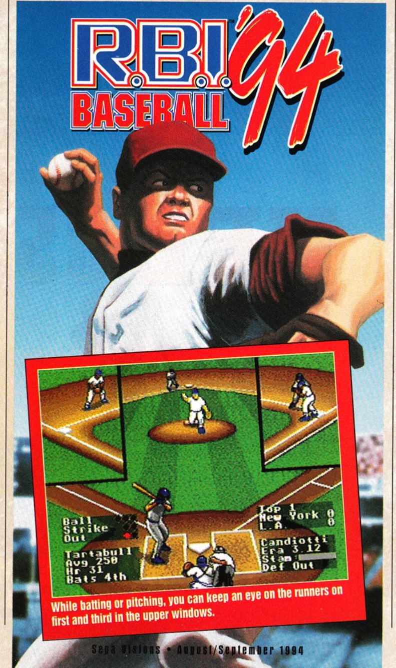
Knock one over the wall, and you get gloat-time during an instant replay.

RBI Baseball '94 has tons of features. In addition to straight baseball, you can brush up on your batting by choosing Home Run Derby and facing 20 pitches from a machine. Select Defense Practice to hone your technique by shagging flies, line drives, and grounders. Go for Pickles and take ten tries each at defending (run down or throw out the base runner) and being the runner caught in the pickle.



As you step up to the plate, the game shows you portraits of your pitcher and batter. At other times you see short animated scenes (like the manager giving signals) in the windows.

Think you're hot? Go for Game Breakers. You choose from 17 preset game situations that test your baseball mettle. Imagine that it's the top of the ninth, you're down 5 to 1, you've got one Out, and the bases are loaded. Can you win it? How about starting your game tied and in extra innings? These are just a couple of the great tension-filled options. For the fun of it, check out the option called Crazyball. Hilarious crazy sound effects replace the normal ball sounds.



While batting or pitching, you can keep an eye on the runners on first and third in the upper windows.



Use the Home Run Derby to brush up on your power hitting.



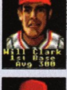
Pick off or be picked off with the Pickles option.

HOT HINTS

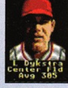
- ✔ When batting you can pull down on your D-Pad to loft the ball, and push Up to hit it into the dirt.
- ✔ Move to the back of the batter's box for a better view of Strikes and Balls.
- ✔ When pitching, save your Spitball for the third Strike, and you get an easier out.
- ✔ Once your pitcher's Stamina meter turns red, pull him immediately. Otherwise it's homer city.
- ✔ It may seem obvious, but it is well worth your time to get batting practice in the Home Run Derby.

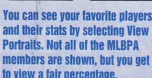
Check Out the Players









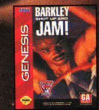


You can see your favorite players and their stats by selecting View Portraits. Not all of the MLBPA members are shown, but you get to view a fair percentage.

Quit *crying* about getting **hacked,** or how your shoes ***hurt,*** or how you *can't* **shoot** *outdoors.*

Just *shut up* and jam.







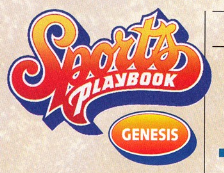
This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ (Genesis™, Sega CD™, or Game Gear™) System.





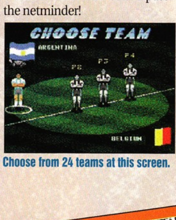
Get *In* The Game.™

SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Available now for the Sega™ Genesis™ Entertainment Systems.



New Kicks And Moves

The second in the *Pelé* series has lots of new features. This one is 16 megs and has improved artificial intelligence, a bunch of new animations (including an animated crowd), and a battery backup that'll let you store play in progress and keep stats for your team. Even more, there's a new Kick Meter that lets you control the strength and direction of penalty kicks, corner kicks, and goalie kicks. To add solid realism, a new One Timer gives you the chance to center the ball for a teammate and then blast it past the netminder!



Choose from 24 teams at this screen.

Soccer's Superstar Strikes Again!

Pelé II: World Tournament Soccer

WARM-UP

Still feeling electrified by the summer's thrilling World Cup soccer action? Keep that terrific energy year-round by playing *Pelé II: World Tournament Soccer* for the Genesis from Accolade. For one to four players (with Team Player), this cart has 24 national teams doing black-and-white ball battle in nine US cities. With a five- or 11-man option, adverse field conditions, Pelé's expert analysis of each team, and real fight songs from around the world, this one's a real kick.

PUBLISHER: **Accolade** PLAYERS: **1 to 4 (Team Player)**
CONTROLLER: **3-Button**





Use the instant replay to see your big goals again.



See all your players' stats during halftime and at the end of the game.



At the Match Up screen, you get to see your (and your opponent's) strengths and weaknesses.

HOT HINTS

- ✔ For a muddy field, set the Weather On at the Options screen. The players slip and slide more as the game progresses.
- ✔ To get a maxed out Super Home Team in Exhibition mode, press Buttons A, B, D-Pad Right, Buttons A, C, A, D-Pad Down, Buttons A, B, D-Pad Right, and Button A at the title screen.
- ✔ Get Extra Teams by hitting D-Pad Right, Button A, D-Pad Down, Button C, D-Pad Left, D-Pad Up, and Button B at the title screen.
- ✔ Check out the Sound Test by tapping Buttons B, A, D-Pad Right, D-Pad Down, Buttons A, C, D-Pad Up, and Start at the title screen.



Hit Button A to check out the position of your men before the Throw In.



It's the Kickoff!

The best-selling baseball title of all time; NEED WE SAY MORE?!??

These guys deliver with a BATTERY BACK-UP! Save important STATS - even after the game's turned off!

QUICK! Guess what system this game's for?? DUH!

SEGA

GENESIS

HardBall '94

Get the new '94 division realignment & playoff format - play like the big boys or don't play at all!

The only big league park we didn't include was YELLOWSTONE.

You get TWO different views - pitcher or batter. Even a veteran computer opponent that'll turn your mistakes into SOUVENIRS! (see ya!)

MAJOR LEAGUE BASEBALL PLAYERS WITH THE MLBPA

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

Spit seeds with Bonds, Henderson, Belle Justice, Mattingly, Gonzalez, Van Slyke, and Kruk... 700 MLBPA stars!

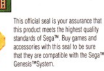
Appropriate for ANYBODY - except GEEKS! (NGA - No Geeks Allowed)

ANY BASEBALL FAN CAN TELL WE'RE AHEAD JUST BY READING THE BOX SCORE.









This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™System.



GET IN THE GAME.™

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

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The Sega Club Wants YOU!

For Kids Only!

Hey, VizKidz! Love to boogie with the Berenstain Bears? Wanna see more of Bonkers D. Bobcat? Eat up VizKidz every issue? Well, you're in for a treat, 'cuz the Sega Club is coming your way. It'll give you the latest on all the coolest kids' games. And you'll meet a bunch of funky, kooky characters. Just remember: The Sega Club is for kids only.

Check out the wild Sega Club titles in VizKidz this month! Pack your picnic basket with everyone's favorite bear cubs in **The Berenstain Bears' Camping Adventure.** Help Bonkers D. Bobcat become top cop in **Disney's Bonkers.** Explore a town inside and out with **Richard Scarry's BusyTown.**™ With **Creative Antics,** you fill your own worlds with wriggling critters, chest-pounding ape-men, swimming mermaids, and much, much more.



OK, buddy — where's the fire?



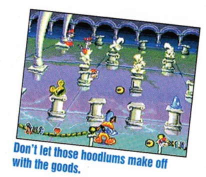
Cheetahs and crows and bears — oh my!

So how do you join the Sega Club? What do you get? Stay tuned to Sega Visions for all the incredible details on this exclusive kids-only club.





Disney's Bonkers



Don't let those hoodlums make off with the goods.



Yipes! Don't let the Junkyard Machine smash you while you're building that brick wall.



Knock open crates to find pieces of your rabbit pal.

A bobcat's work is never done. Take Bonkers D. Bobcat. He's already the star of his own TV show. But fame's not enough for this fun-loving feline. In **Disney's Bonkers** for the Genesis, our zany hero will do his darndest to become Tinseltown's top cop. This feline felon-stopper must prove his mettle in four madcap games in one with creepy crooks and lowlifes standing in the way. Sure, it sounds tough. But Bonkers has the smarts to outwit them all.

Disney's Bonkers co-stars several of the whiskered guy's old friends (and enemies). In the Studio Warehouse level, Fall-Apart Rabbit is up to his old tricks, and Bonkers has to put him back together again. And the villain of Junkyard Mayhem is none other than the Collector. Help Bonkers wall him in with a pile of bricks! The cool cat's other heroics include flinging doughnuts at thieving raccoons and flying down the freeway to put the brakes on Ma Tow Truck, who is wreaking havoc on the road. Stay tuned to Sega Visions for more on this wacky Adventure game.

PUBLISHER: Sega — PLAYERS: 1
CONTROLLER: 3-Button

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Genesis

Explore BusyTown with Richard Scarry

BusyTown

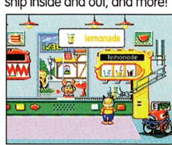
Wonder what your town would be like if kids were in charge? In **Richard Scarry's BusyTown**™ for the Genesis, you get to find out with all your favorite Richard Scarry characters. Build a house, drive a fire engine, and run everything else in the city with Lowly Worm™ and Huckle Cat™. This one-player Early Discovery Edutainment game teaches you the parts of a ship, the right way to drive, and more. Play it a few times, and you'll be ready to run for mayor!

PUBLISHER: **Sega**	PLAYERS: **1**
CONTROLLER: **3-Button**	

GA

You're the Boss

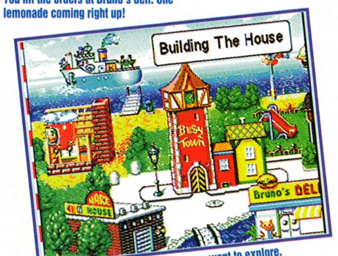
BusyTown has six playgrounds that you can explore in any order. At the warehouse, you have to deliver flowers, food, a tricycle, and other objects to the right town buildings. Follow the arrows, and be careful — don't go too fast or run into anything. Visit Captain Salty to build his ship inside and out, and more!



You fill the orders at Bruno's deli. One lemonade coming right up!

Play as the wind to knock Mr. Frumble's hat off.

Running a whole city can be tough, but you have some help. A smart little pig tells you what needs to be done, word balloons tell you what things are called, and blinking lights show you where to go next. You'll have the town up and running in no time!



Fly your apple-copter to the place you want to explore.

Genesis

Sneak Peek

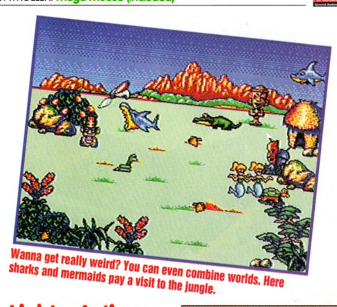
Create Your Own World

Creative Antics

Hey, creative genius! Ever want to design a video game background or even an entire universe? Check out **Creative Antics** from Sega. This Genesis title gives you eight huge dynamic worlds to fill with unique backgrounds, animated Stickers, and coloring tools. There are sharks, lions, ape-men, animated lions, Martians, monsters, and more. Look for some of your favorite Sega characters to pop up as well! Paint them with wild colors and mix your own tunes, and you've got a hip-hoppin', beboppin' world of your own.

PUBLISHER: **Sega**	PLAYERS: **1**
CONTROLLER: **Mega Mouse (included)**	





Wanna get really weird? You can even combine worlds. Here sharks and mermaids pay a visit to the jungle.

Lights, Action, Camera!

Here's how it works: You choose a world, like an undersea scene. You can choose an empty world or one filled with creatures and objects. Then open the Sticker books and decorate your world with all kinds of animated stuff! Pick an undersea diver, a mermaid, and some fish, and see how they swim and move around. You never know what they'll do! You can even change their color. A purple shark? It's your world!

Now mix your own music to accompany all this movin' and groovin': calypso, jungle drums, fast, slow — you're in charge.



Place a shark and other sea life in the underwater world...



...and watch them chase each other around! The critters do some pretty crazy things.



GAME GEAR
Aladdin
SEGA
GA
DON'T
JUST
SIT
THERE
SEGA
START
GAME GEAR
SEGA
Your wish is our command. Did you wish for Aladdin on Game Gear™? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you--just a little--is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.
Disney's Aladdin
Dodge flame bursts, burning lava and rocks on your magic carpet. In short--escape the Cave of Wonders before you become a shish kebab.
It's come to this. Good vs. Evil. You vs. Jafar. Seem like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.
He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)
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GAMEGEAR
GA
Also available on Genesis™



The Berenstain Bears are camping out on a Sega machine near you!

The Berenstain Bears On the Loose

Growwwl! Two hungry bear cubs just climbed into your Genesis, and boy, do they need your help. In **The Berenstain Bears' Camping Adventure** from Sega, Brother and Sister Bear go for a hike in the woods. Think you can find what they're looking for? You've gotta take on five levels of ferocious forest critters to get there. With sharp graphics, toe-tapping tunes on every level, and the antics of everyone's favorite cub scouts, you'll have a wild time trying.

PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**





Throw a rock at this woodpecker. You're less likely to get pecked on the neck than if you try to bounce it out.

Feed the Bears

Playing as Brother Bear or Sister Bear in a two-player game, you follow your snout through a crystal cave, a butterfly-filled nature trail, a fishing stream, and a honey orchard. Look for berries, apples, hot dogs, and entire picnic baskets along the way. Just don't let bats, alligators, snakes, and bobcats make a meal of you. Take a flying leap at those wild creatures to show them who's king of the forest.



Stick your snout in cliffs and hills to sniff out hidden areas.

Happy Trails

If all the bees, bugs, and beasts are eating you alive, pack another tent and bring a friend! An extra set of paws might do the trick. Things still a little hairy? Take it easy in Bear Cub mode or medium-hard in Brown Bear mode. Watch out for the Grizzly setting, though — it's a real bear. However you play it, this fun-filled Adventure title will give your paws a real workout. So what are you waiting for? Run wild with the Berenstain Bears!

HOT HINTS

- Watch out for sliding weasels on the Nature Walk bridges.
- Going uphill usually gets you to the exits faster than going downhill does.
- Wait until birds dive before trying to bounce on them.
- Slide down the slippery slopes in the Cave Adventure. This gives you enough speed to jump to the next platform.
- In the Goin' Fishing level, go downhill to look for hidden areas filled with treats.



Teeter-totters give brother and sister some extra bounce.



Can't seem to climb a tree? Sometimes you can enter a door for an express ride up.

Picnic Goodies

These are just a few of the camping items you can collect. Keep your eyes peeled for clovers, crystals, flashlights, hearts for extra health, 1-ups, and bonus-round stars too!

Fish

Hot Dog



Honeycomb



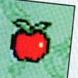


Picnic Basket

Strawberries



Apple









Pee-ew! Stand back whenever a skunk lifts its tail.

Two players can have a ball on the Nature Walk.

Pounce at the snake to get to the picnic basket.

Uh-oh! Double trouble! Don't get spooked in the Haunted Forest.

Bear Cubs Go Portable

Take those mischievous bear cubs on a real camping trip with you! **The Berenstain Bears' Camping Adventure** for the Game Gear is packed with four rollicking levels of wild enemies and tempting treats that you can take with you anywhere. So get your paws on this Game Gear fun-fest. After all, a busy bear cub is always on the go.

Mama Bear said don't get lost. Don't you ever listen?

Jump from limb to limb to find yummy, sticky honeycombs.

Bounce on bear-size mushrooms to reach higher levels.

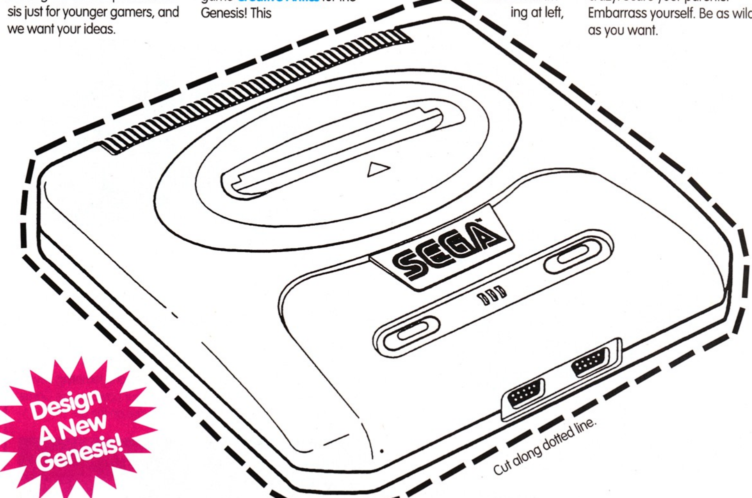
Eeek! A mouse! Make that mice!

Calling All Crazy Artists

Listen up, artists and fashion plates! Wanna win a fabulous prize? Wanna get published in Sega Visions? No problem. Just show us how you'd design your own Genesis. Why? Sega Visions hears that Sega will be coming out with a special Genesis just for younger gamers, and we want your ideas.

So what jazzy colors would it be? What would the controller look like? Would the Genesis sit on a weird stand? Would it hang from the ceiling? Send us your insane drawings, and you could win a copy of of the hot new game **Creative Antics** for the Genesis! This Creativity cart lets you design your own dynamic worlds with wild locations, animated beasts, and tunes that you mix yourself (see our Sneak Peek on page 110).

Here's the deal. Just cut out or photocopy the Genesis drawing at left, or create your own masterpiece. Color it, add to it, and make it cool. The wildest, wackiest, most way-out designs will be published in the December/January issue of Sega Visions. So show us what you've got. Go crazy. Scare your parents. Embarrass yourself. Be as wild as you want.



Design A New Genesis!

OFFICIAL ENTRY FORM

Complete the information requested below on this entry form (or a 3-by-5 card), and mail it stapled to your drawing to Sega Visions, Design Your Own Genesis Contest, P.O. Box 3899, Redwood City, CA 94064.

Name ______________________
Address ______________________
City ____________ State ________ Zip ________
Phone ______________ Age ______________

Rules, Glorious Rules

1. No purchase is necessary.
2. To enter, fill out the official entry form, bundle it with your drawing, and send it to the address on the form.
3. All entries must be postmarked by October 30, 1994. No mechanically reproduced entry forms will be accepted. Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries.
4. The prize for each of the winners will be one copy of *Creative Antics* for the Genesis. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.
5. The three winners will be selected by the editors of *Sega Visions*. The editors' decision is final. Winners will be announced in the December/January issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All entries become the property of *Sega Visions* and cannot be returned. Winners may also be required to sign an affidavit of eligibility and requested to sign a publicity release prior to publication of the winning entries in *Sega Visions*.
6. This contest is open to all residents of the US and Puerto Rico except employees of Sega of America, *Sega Visions*, or any of their affiliates and their immediate families.

Take Control Of The Enterprise™ And Its Crew!

Red Alert! Things in the neutral zone are heating up. The powerful *IFD* awaits you and your crew somewhere in the galaxy. Can you locate it before it's too late?



Assume Control! Take charge of the starship's system and allocate resources as needed!

Space... The Final Frontier™.

Have you always wanted to take charge of the Starship Enterprise™? Sega™ Genesis™ makes it happen! Dive headlong into intergalactic adventure at warp speed---and you're in command! Journey through strange new worlds to unravel the secrets of the mysterious IFD before this powerful device falls into the wrong hands! Play any of seven major officers of the Enterprise™ and its crew. **STARFLEET IS DEPENDING ON YOU!**

Energize! Beam to strange planets but be careful who you choose to take with you!



Phasers on Stun! Venture on dangerous away missions that keep the action intense.







Don't be left out! You can be a Visionary too — just send in your hottest hints, coolest codes, awesome scores, Sonic sightings, and anything else you think is Visionary-worthy. If your stuff gets printed you'll get a FREE not-available-in-any-store Sega Visionaries T-shirt. So get jammin, 'cuz we wanna hear from YOU!

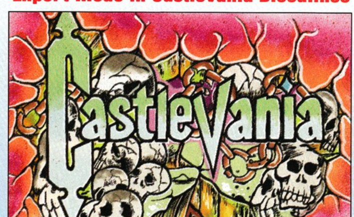
Top Scores

Shining in the Darkness (Genesis)	1,085,900	*D. Pickrel, Irvine, CA*
Street Fighter II (Genesis)	1,087,608	*S. Pomerantz, Brooklyn, NY*
Sewer Shark (CD)	The End	*M. Landis, Elizabethtown, PA*

Guest Artists

This issue our featured guest artist is actually a supertalented father/son team. The younger half of the dynamic duo, eight-year-old J. Santiago, Jr., sent us a cool envelope that he and his dad created together. Now father and son will *really* look like a team when they wear their matching Sega Visionary T-shirts! Way to go, Santiago family!

Expert Mode in Castlevania Bloodlines



At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. If you do it correctly, you'll hear a bell. Now instead of just easy and normal play to choose from, you can also choose expert. Belmont clan beware!

M. Hoke, White City, OR

Master the Mean Bean Machine



These codes take you to any stage you want in *Dr. Robotnik's Mean Bean Machine.*

Hard

STAGE	CODE
2	Green, Clear Bean, Yellow, Yellow
3	Yellow, Clear Bean, Purple, Clear Bean
4	Blue, Green, Clear Bean, Blue
5	Red, Purple, Green, Green
6	Yellow, Yellow, Clear Bean, Green
7	Purple, Clear Bean, Blue, Blue
8	Clear Bean, Yellow, Has Bean, Yellow
9	Purple, Blue, Blue, Green
10	Clear Bean, Green, Red, Yellow
11	Blue, Yellow, Yellow, Has Bean
12	Green, Clear Bean, Clear Bean, Blue
13	(Robotnik) Has Bean, Clear Bean, Purple, Has Bean

Hardest

STAGE	CODE
2	Blue, Blue, Green, Yellow
3	Green, Yellow, Green, Clear Bean
4	Purple, Purple, Red, Has Bean
5	Green, Red, Purple, Blue
6	Purple, Clear, Green, Yellow
7	Blue, Purple, Green, Has Bean
8	Clear Bean, Purple, Has Bean, Yellow
9	Purple, Green, Has Bean, Clear Bean
10	Green, Blue, Yellow, Has Bean
11	Green, Purple, Has Bean, Red
12	Red, Green, Has Bean, Blue
13	(Robotnik) Red, Red, Clear Bean, Yellow

J. Hill, Cleveland, OH

Intercept Code for NBA Jam Game Gear

On the Game Gear version of *NBA Jam*, I found a code that gives you the power to intercept.

At the Tonight's Matchup screen, press Buttons 1 and 2 repeatedly, and rotate the D-Pad clockwise several times. The words "Power to Intercept" appear.

T. Jirak, Overton, NV

Picture Codes for Microcosm

Here are the codes for the awesome Shooter *Microcosm* for the Sega CD. Since the codes are in pictures rather than letters, I felt I should re-create them on a computer. If you play the game, you'll know what they mean. Enjoy!

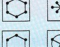
The Lung

The Heart

The Carotid Artery and The Brain

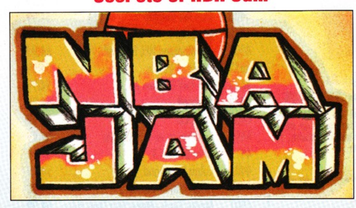





F. White, Manhattan Beach, CA

Secrets of NBA Jam



Here is a list of some special hidden characters and tips that I found in the Sega Genesis version of *NBA Jam*.

When entering the last letter, hold Start and hit Button A.

ARK	**Bill Clinton**
QB_	**Kabuki**
AIR	**Air Dog**
MJT	**Mark Turmell**

When entering the last letter, hold Start and hit Button B.

NET	**Al Gore**
RJR	**Jamie Rivett**

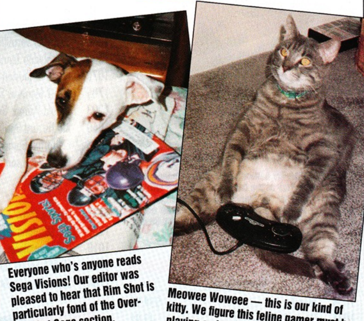
When entering the last letter, hold Start and hit Button C.

SAL	**Sal DiVita**
CAR	**Chow-Chow**

At the Tonight's Matchup screen, hit any button 13 times, then hold Buttons B and C until the court appears. This toggles the Juice Mode, which makes the game very fast.

R. J. Chonko, Lake Charles, LA

SEGA PETS



Everyone who's anyone reads Sega Visions! Our editor was pleased to hear that Rim Shot is particularly fond of the Overheard at Sega section.

Meowee Woweee — this is our kind of kitty. We figure this feline gamer must be playing an intense game of either Bubsy or Chester Cheetah. Thanks to W. DeMarco and K. Pike of Delaware for this purrrrfic pictorial.

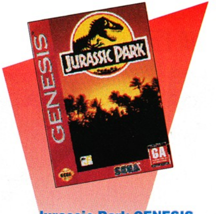
Ever wonder what your loving loyal pet does when you're not home? We do. So send us your favorite Sega Pet picture. Remember, keep it safe, legal, kind, and harmless to your pet. If we pick your photo, your pet wins a brand new Video Entertainment Center from A.L.S. (If you're really lucky, maybe your pet will let you use it to protect your Genesis, Sega CD, and controllers and to organize your library of games.) It's up to you to read the rules carefully, or Fido doesn't stand a chance.



Rules, Rules, Rules

1. No purchase necessary. Contest is void where prohibited.
2. To enter, neatly print your name and address, along with a brief description on the back of your pet's photograph (or provide the same info on a 3-by-5 card), bundle it up with your entry, and zip it off to this address:

   Sega Visions, Sega Pets,
   P.O. Box 3899, Redwood City, CA 94064
3. All entries must be postmarked by September 30, 1994. Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries. Mutilated or illegible entries will be disqualified.
4. The prizes for each of the winners will be as stated above. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.
5. Winners will be selected by the editors of *Sega Visions*. The decision of the editors is final. Winners will be announced in the October/November issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All photographs become the property of *Sega Visions* and cannot be returned. Winners may also be required to sign an affidavit of eligibility and a publicity release prior to publication of the winning entries in *Sega Visions*, or *Sega Visions* reserves the right to select an alternate winner.
6. This contest is open to all residents of the US, Puerto Rico, and Canada except employees of Sega of America and *Sega Visions* and their immediate families.



Jurassic Park GENESIS

Two bigger-than-life games in one, based on the blockbuster movie! Play as the daring Dr. Grant or a rampaging Raptor! Get set for spectacular animation, starring the actual dinosaurs from the movie. Seven nerve-shredding levels of Action and Adventure. 1056 $59.99

HOT GAMES

Genesis

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1353	Landstalker	74.99
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1107	Super Monaco Grand Prix 1	32.50
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1200	Tommy Lasorda Baseball	32.50
1026	Wonder Boy in Monster World	59.95



Toejam & Earl 2: Panic on Funkatron GENESIS

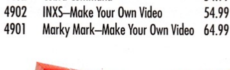
The Teen-Aliens of Funk team up again! Save Funkatron from the peril of pollution! Round up all the human invaders and ship them back to Earth. It's flashy, funny, and cool. 1043 $59.99

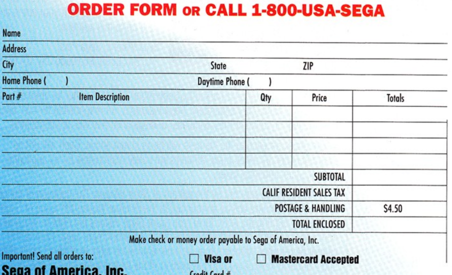
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PERIPHERALS

Genesis

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Genesis Model MK-1601

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Sonic CD SEGA CD

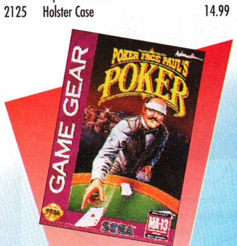
More than 50 (yes, 50) levels of nonstop Sonic adventure! Go head to head with Metal Sonic, Dr. Robotnik's latest evil creation, in a race to save the world from the Doc's twisted plans. 4407 $54.99

Genesis Model MK-1631

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Game Gear

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